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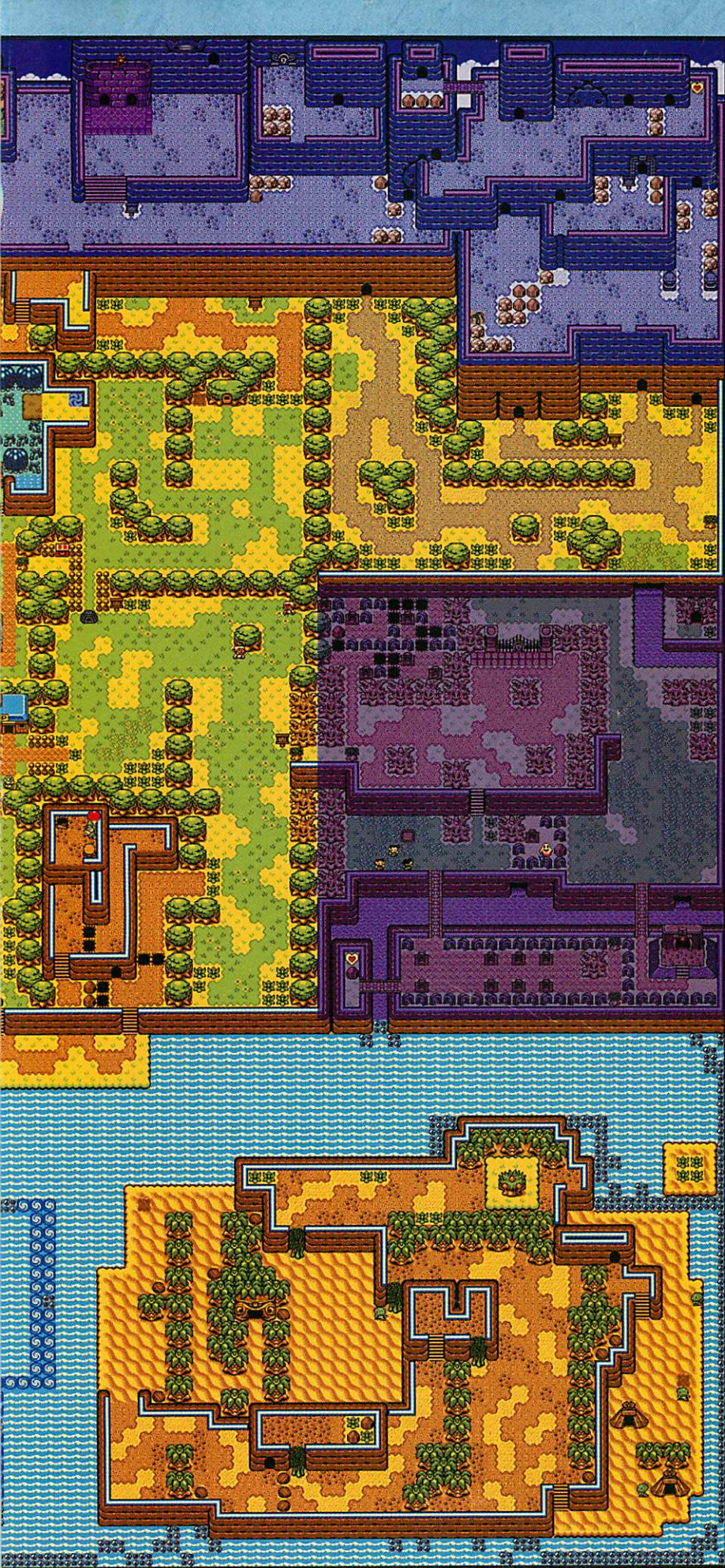












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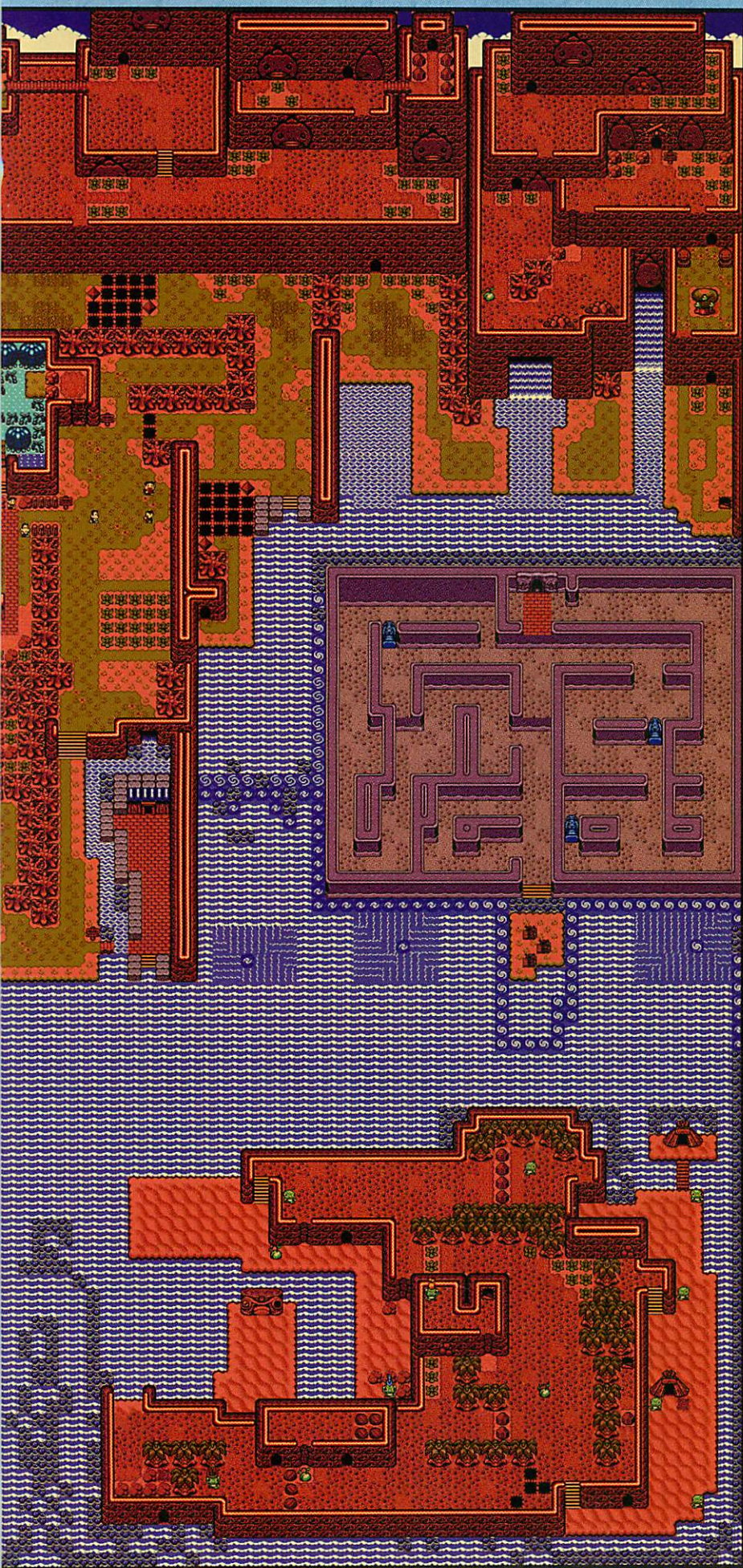
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## Heart Piece Index

There are twelve total Heart Pieces in the *Oracle of Ages*. For each four you find, one new heart will be added to Link's life bar. Two of them are found at random: One can be found when you bump into Maple, and the other may pop up in a Gasha Nut. The page numbers on which the other ten are covered are listed below.

|                 |       |
|-----------------|-------|
| HEART PIECE #1  | P. 9  |
| HEART PIECE #2  | P. 9  |
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| HEART PIECE #9  | P. 44 |
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## Linking Password Index

If you've already played through *Oracle of Seasons*, and start up an *Oracle of Ages* with your completion password, you'll see some interesting changes. Among them are the linking passwords. You'll run into characters throughout your quest that will give you brief passwords. Their instructions will lead you to a specific point back in the *Seasons* game, where you'll find a new item and a return password. Take that to Farore in the Maku Tree to bring the item into *Ages*.

|              |       |
|--------------|-------|
| PASSWORD #1  | P. 13 |
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# The Eternal Spirit

## HELP IMPA FIND NAYRU

You'll find Impa, Zelda's faithful attendant, just north of the starting point. Scare away her attackers, and lead her to the rock at Point 2. Even with her massive Goron-in-drag physique, Impa can't seem to move it. But Link can slide it aside by just pressing against it.

At Point 3, talk to all of Nayru's animal friends, and then talk to the bear again and he'll let you through. After the event that ensues,

Impa will give you a **Wooden Sword** (or a **Wooden Shield** if you've linked in from Seasons) and suggest you see the Maku Tree in town. Impa will help herself to Nayru's house at Point 4, but your next stop is Point 5, the entrance to town. Equip your sword and hack away the tall grass to get inside.



## POINTS OF INTEREST IN LYNNA CITY (SEE MAP NEXT PAGE)

### 1 THE ITEM SHOP

The first building you'll find west of the tall grass is the Item Shop. Here you can buy a **Wooden Shield** for 30 rupees (or a **Gasha Seed** for the same price if you've already played through from Seasons), **Recovery Hearts**, and **Bombs** when they become available.

### 2 THE JEWELER

There are 64 rings to collect in the Oracle games, and Vasu is the man who can appraise them. If this is your first visit, he'll even give you the level 1 **Ring Box** and your first ring! If you've linked from another title, get your rings back by giving the red snake the password you got from the other game's red snake.







### 3 THE KNOW-IT-ALL BIRD'S HOUSE



Can't figure out how to save your game or access the world map? Want to learn Link's special spin attack? Come here and ask the birds when you have questions about the game's various systems.

### 4 TROY'S HOUSE



Troy has travelled extensively in Labrynna, and has seen all sorts of creatures (even a few friendly ones). Visit him from time to time to hear tips on how to beat certain monsters... If you can figure out which one he's talking about.

### 5 BIPIN & BLOSSOM



Bipin the Gasha Seed Grower and his wife have just had a new baby... And you get to name it! Check in on your namesake from time to time to see how it's doing, especially after you link to the Oracle of Seasons game.

## VISIT THE MAKU TREE



Point 6 is the entrance to Maku Road, a four-room dungeon with no enemies or puzzles to block your progress. Head straight through and you'll find the friendly Maku Tree, who will guide you in your quest.

Or at least she would

have, if Veran hadn't just destroyed her in the past! To save her, head east from her pond and meet up with Ralph at the Time Portal.





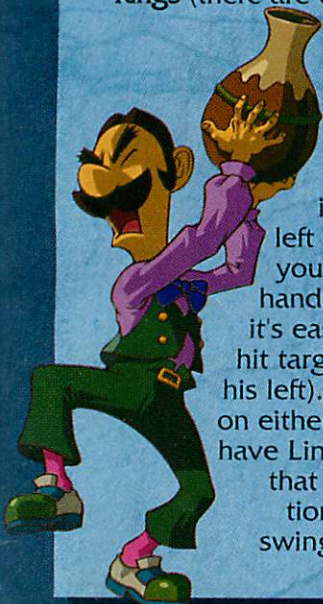
## POINTS OF INTEREST IN LYNNA VILLAGE (PAST)



### 1 THE SHOOTING GALLERY

This fun and relatively easy mini-game is the easiest way to earn unlimited **Gasha Seeds** and **Magical Rings** (there are only a few different types of Rings available here, however).

The trick to victory is to pick the highest point spot (a grey angel or two grey blocks) and then stand in the right position. If it's right in the middle, stand directly in front of the ball. If it's off to the left or right, you'll need to move a bit yourself. (Remember that Link is left-handed, so it's easier to hit targets to his left). If it's on either side, have Link face that direction, and swing a bit later.



|             |              |
|-------------|--------------|
| 0-49 pts    | Nothing      |
| 50-149 pts  | Rec. Heart   |
| 150-249 pts | 30 Rupees    |
| 250-349 pts | Gasha Seed   |
| 350+ pts    | Magical Ring |



### 2 THE GASHA SEED



The farmer at Point 2 will give you your first **Gasha Seed**. Head south and you'll find a patch of soft earth at the base of the stairs where you can plant it. The next time that you visit the past, the seedling should have grown into a tree with a giant **Gasha Nut**. Hit it with your sword to get at the **Magical Ring** inside.



### 3 ADLAR - THE RETIRED PALACE ADVISOR



The folks in this town are an odd bunch. But if you want lucid information about what's going on, this man can help.

### 4 THE FOREMAN



This worker at Point 4 will answer your remaining questions with a cinema about Ambi's Tower.

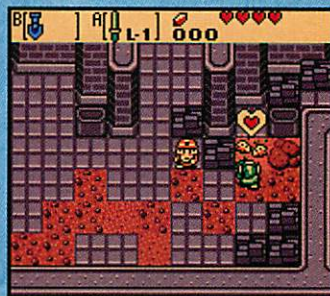




## GET THE SHOVEL IN THE BLACK TOWER

The path to the Maku Tree is blocked by what looks like a giant dirt clod. Fortunately, they're so desperate for workmen at Ambi's Tower that they'll even issue construction equipment to someone Link's age.

Head down to Point 5, and loop around inside the tower until you get to the foreman in the shot shown in the upper-left. He'll give you the **Shovel**. Use it to clear away the dirt clods on the way back, and to get into the Past version of Maku Road.



Use your Shovel to clear away this dirt clod and get the first **Heart Piece**. Collect three more, and you'll add another heart to your life bar.



The Shovel can be used on just about any type of turf. Whenever you need Recovery Hearts or Rupees, just start digging! But be cautious: Every now and then you'll dig up an enemy.

## CHALLENGE THE MAKU ROAD MINI-DUNGEON

1 To proceed in this dungeon, you need to solve simple block-pushing puzzles in each room. In the first room, just push the block forward one square.

2 Kill any nearby Keese, then push the center block to the left or right to clear a path.

3 The Red Gels can't hurt you, but they can be very annoying. As long as



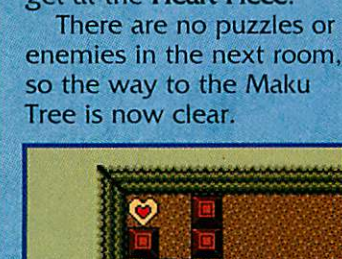
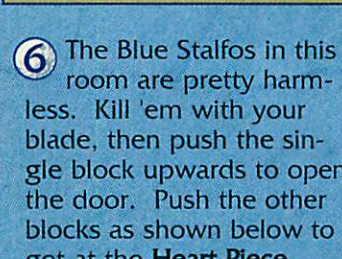
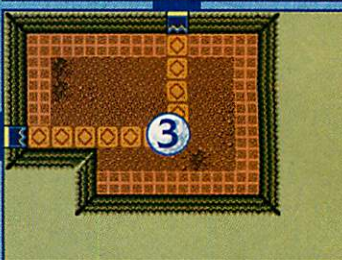
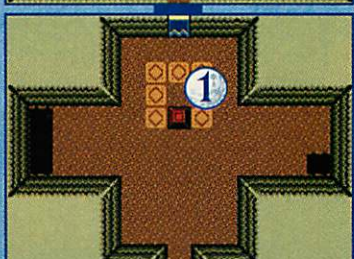
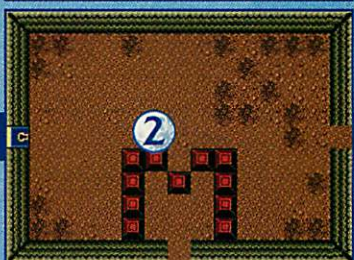
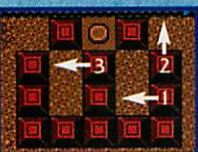
4 Push the first block into the pit, then walk to the right. Push the left block forward, and the right one to the side to open a path. Hit the switch and a chest with a **Small Key** will appear.



they're hanging off of you, you can't use any items. Move around to shake them off, then go for the kill.



5 Push the three blocks as shown here to get at the switch which will open the doors. But don't rush on to the next room yet... If you push the blocks in the right formation the same way, a ladder will appear. It leads to a room with 30 rupees.



6 The Blue Stalfos in this room are pretty harmless. Kill 'em with your blade, then push the single block upwards to open the door. Push the other blocks as shown below to get at the **Heart Piece**.

There are no puzzles or enemies in the next room, so the way to the Maku Tree is now clear.



## SAVE THE MAKU TREE



The Maku Tree is being attacked by a pair of Moblins. No problem for Link and his trusty **Wooden Sword**!

You'll have the Maku Tree's gratitude,

but it won't be able to reward you until it's much older. Which, if you head through the newly opened barrier and warp to the present, will take about 3 seconds.

Then visit the full grown Maku Tree to get the **Satchel Bag** full of Ember Seeds.



## STOCK UP ON EMBER SEEDS AND VISIT YOLL GRAVEYARD



Try out your first **Ember Seed** on the little tree just south of the Maku Tree's pool, to get at a chest with 30 rupees.

If you run low on **Ember Seeds**, you can always pick up more from the big tree in the southeast part of town. Just swing your sword to knock them into your satchel.

From town, head east until you get to the place where you saved Impa from the Octoroks. Torch the tree to enter the cemetery.



There isn't much to do in the graveyard at this point. Head south from the entrance until you get to the two trees at Point 1. Torching the lower one will reveal a cave with two more torches. Carefully light them both, and the **Graveyard Key** will appear.

Grab that and head back up to the Cemetery Gates at Point 2. You can now loop around to the crypt at Point 3 that contains the first dungeon. Watch out for the **Crows** lurking in this area!





# The Spirit's Grave

THE ETERNAL SPIRIT



Boss



Gasha Seed



Small Key



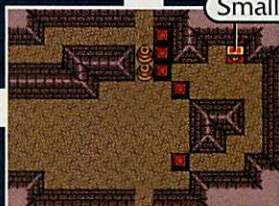
Small Key



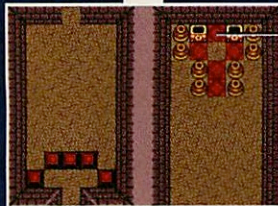
MINIBOSS



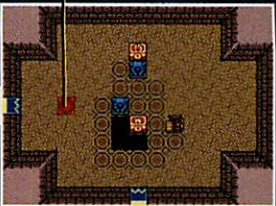
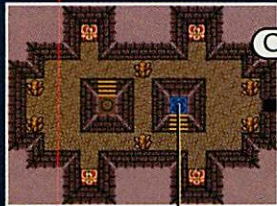
Small Key



POWER BRACELET



Compass

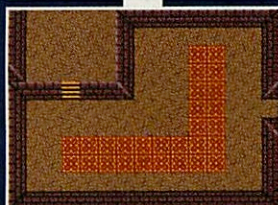


Magical Ring



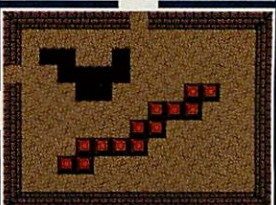
Magical Ring

Boss Key



Entrance

Dungeon Map



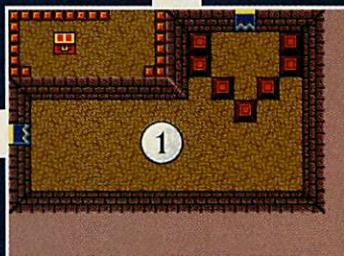


- 1 The Red Gels in this room split into the smaller Jellies that prevent Link from using his sword.



- 2 Simply roll the colored cube straight ahead, into the spot between the torches to open the doors. Before you go north, head up the stairs to the south and grab the **Dungeon Map**.

- 3 Push the center block up and grab the **Compass** in this chest. Then use an **Ember Seed** on the west wall to burn through to a secret room.



- 4 Smash the rock formations with your sword, and fight your way to the switch. Hit that and a chest with a **Magical Ring** will appear.



- 5 Go to this room next. Kill the single Ghost with repeated swings of your blade to make a **Small Key** appear. Then head back to the room with Point 3, and go north.



- 6 Simply push the lower block here to the right, and you can get a chest with another **Small Key**. Then head to the west.

- 7 Push the lower block to the left, and the upper one further up to open a path here. Go to Point 8 first.

*IF PART B*

- 8 Yet more block-pushing fun! Make them into the shape shown here, and then go hit the switches in each corner of the room. Jump to the floating platform and grab a **Small Key**.



- 9 Jump across to the floating platform, then over to the center block. Push it to the right to get at the switch that makes a chest with a **Gasha Seed** appear. Go up the stairs and jump back onto the platform.



- 10 This miniboss is easy. Just get above it and start whaling! You'll hit it and the ghosts it emits before they can hit you. When it dies, a warp back to the entrance will appear.





## IF PART C



- 11 These Moblins have boomerangs, so hit them from the side or they'll get you first!



- 12 Push aside the blocks and light the two braziers at Point 12. A staircase that leads to the Power Bracelet will appear.



- 13 Use the Power Bracelet to lift and throw the pots near Point 13. Grab a **Magical Ring** in the chest here on your way south.



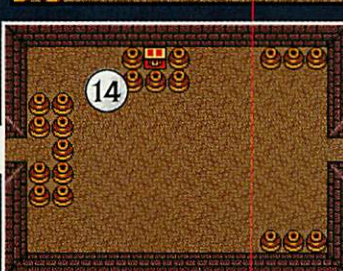
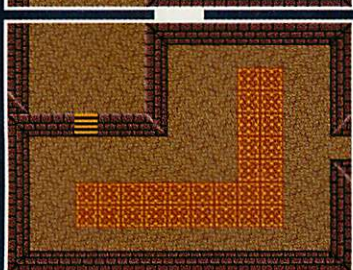
- 14 After a little more pot smashing, grab the **Boss Key**. Head back to the dungeon entrance and take the warp at Point 15.



- 15 From the warp, head two screens north. Watch out for **Wallmasters**, or they'll pull you back to the dungeon entrance.



- BOSS** Equip your **Sword** and **Bracelet** for this Boss fight. Stab the monster in its body, and then use your **Bracelet** to lift the **Pumpkin-head** and toss it aside. That will give you a few clear shots at the ghost within. After



repeating this about three times, he'll die, and a **Heart Container** and the **Eternal Spirit** will be yours.

## GRAB SOME ITEMS ON THE WAY BACK TO LYNNA CITY



### HEART PIECE #3

Now that you have your **Power Bracelet**, you can head back to this spot in the southwest corner of the graveyard. Toss the rock aside and grab a **Heart Piece**.



### MEET MAPLE

At this spot, you may have your first encounter with the young witch named **Maple**. Hit her with your sword, or just get in her way, and she may drop items including **Magical Rings**, **Potions**, and even a **Heart Piece**! If you don't get anything good, don't worry, you'll meet again.



### TRADING GAME #1

Talk to this **Ghost**, then push his grave away to meet him underground. He'll head back outside, where he will give you the **Poe Clock**, the first item in the lengthy **Oracle of Ages** trading game.

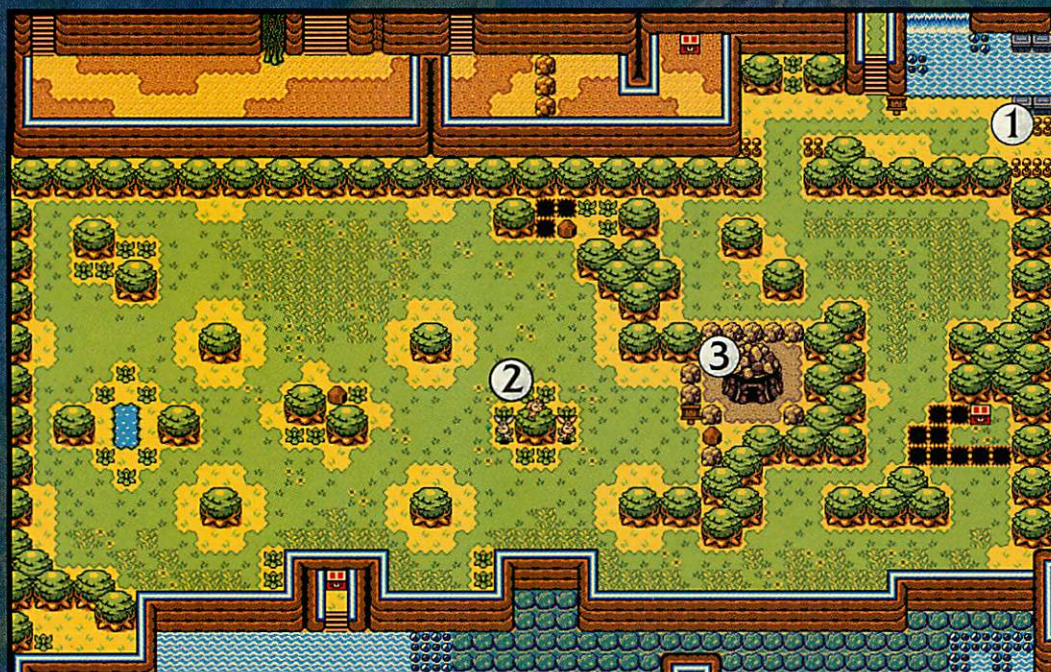


### A LINKED PASSWORD

The ghost in this corner will only appear if you've linked from **Oracle of Seasons**. This **Ghost** will guide you to a spot in **Holodrum**, and give you a password that will lead Link to another **Heart Container**! Time to boot up **Seasons** again...



# The Ancient Wood



## TO THE FAIRIES' WOODS

The Maku Tree can sense the next Essence in the Fairies' Woods west of Lynna. To get there, leave via the exit just north of the tower, and toss aside the rock at Point 1.



## THE MAKU FAIRY FOUNTAIN

Speaking of fairies, a new Fairy Fountain has opened up in Lynna. To get there, climb to the top of the Maku Tree, and enter the bush to get restored to full health. Can't beat that for convenience!



## FINDING THE LOST FAIRIES

You'll encounter a trio of playful fairies at Point 2. The spell they cast will make navigating the Fairy Forest difficult, and make getting to the dungeon impossible. To negate it, you'll have to find all three. From the start, head Down, Up, Down, and Up again to get to the first, Up again to get to the second, then Right, Left and Down to get to the third.



## NAYRU'S HIDDEN PASSAGE

After you find the fairies, head to Point 3 and lift the rock... When the dungeon collapses, you'll be left with no choice but to find a way back to the past. Return to Nayru's House (where Impa is) and push aside the Angel Statue. You'll find the Harp of Ages in the passage behind it. Try it out at the Time Portal right outside.







In the Past, the Fairies' Woods was called the Deku Forest. But you get to it the same way, by heading west from town.

## ① SECRET PIT #1

Toss aside the rocks to access this small pit. Push down the green rock to the right of the treasure chest, and then push the rocks near the east wall aside to make a path around to the other side (Use your Sword and Shield to knock the helmeted enemy into the pit if it gives you trouble). Then you can push the left rock and get at the **Gasha Seed** in the chest.

## TRADING GAME PART 2

While in Lynna Village (Past), you can continue the trading game you began with the Ghost at Yoll Graveyard. Take the **Poe Clock** to the Postman's House and he'll give you the **Stationery** in exchange.



You can then enjoy a disturbing *Majora's Mask* flashback by taking the **Stationery** to the Strange Hand in the small building on the west side of town. After he utilizes it in a way the Hallmark Corporation surely never intended, you'll get the **Stink Bag**.



## ② SECRET PIT #2

Burn away this small tree to open an underground passage with a **Heart Piece**. The passage continues west to the staircase in the northeast part of the forest.



## ③④⑤ THE DEKU MERCHANTS

The Deku at Point 3 is selling a shield for 50 rupees. If you continue on to Point 4, you can get the same shield for 30, and if you take the tricky road to Point 5, it's a bargain at 10 rupees!

If you've linked from Seasons, you'll find a second Deku at Point 4. This one will give you a password for Seasons that will ultimately lead you to a larger **Seed Satchel**.



## ⑥ THE PASSAGE TO THE SEEDS

To get to the tree with the **Mystery Seeds**, head into the passage at Point 6. The top route will lead to Point 5, with the cheap Shield. But if you don't already have a Shield, you'll have trouble dealing with the invincible enemies on the way (with the Shield you can bounce them into the pit). The passage's bottom path leads to the **Mystery Tree**.

## ⑦ AMBI'S REWARD

When you pass Point 7 on your way out, you'll be escorted to Queen Ambi. She'll reward you with **Bombs**. Use those to blow open the entrance to the **Wing Dungeon** (Point 8).



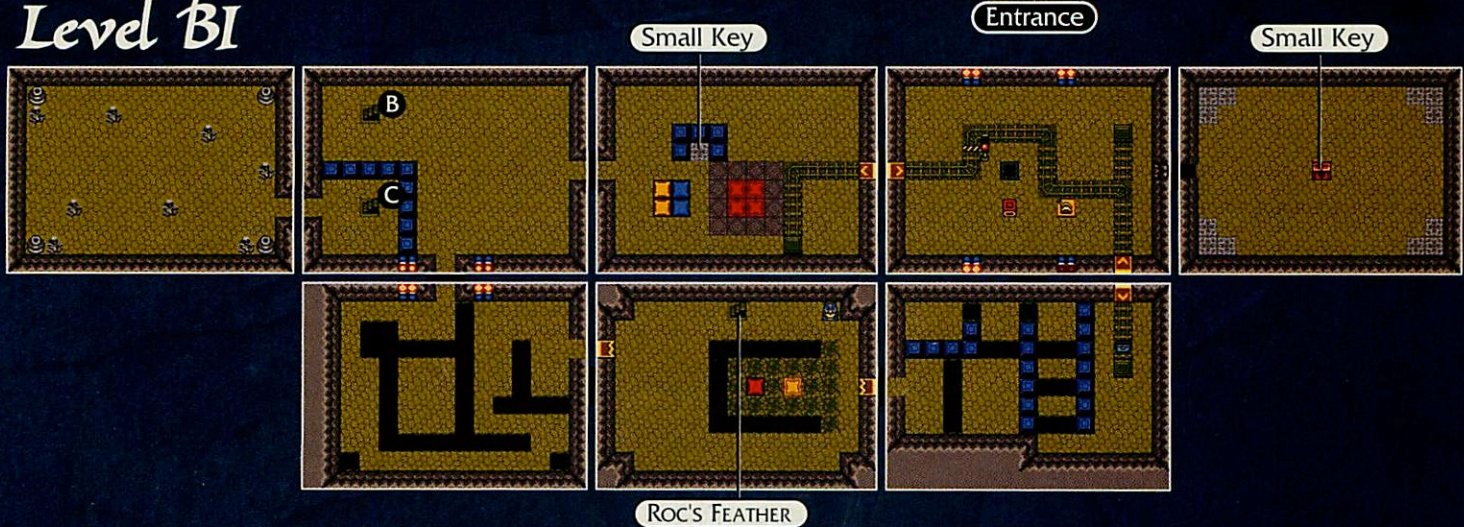


# The Wing Dungeon

## Level IF



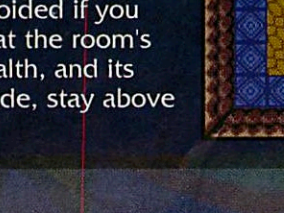
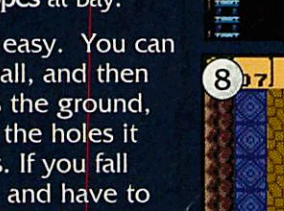
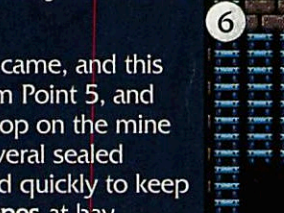
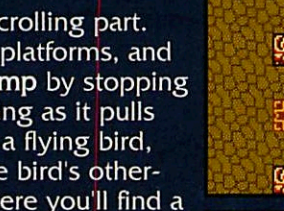
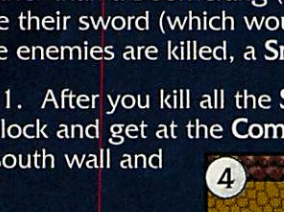
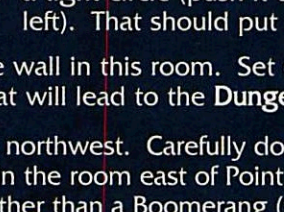
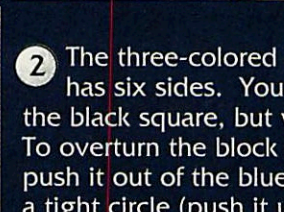
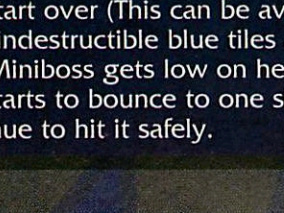
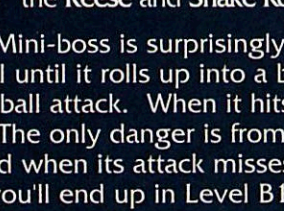
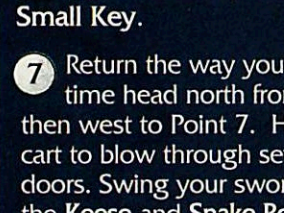
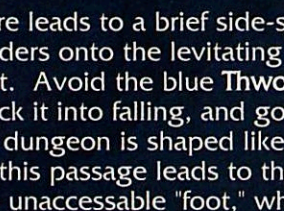
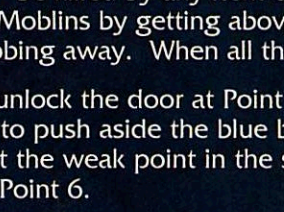
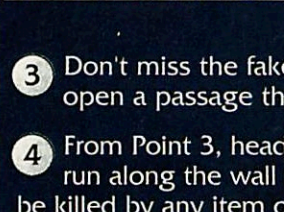
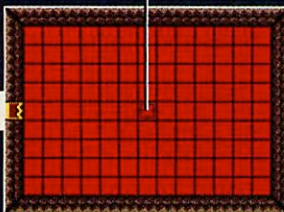
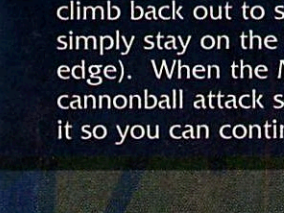
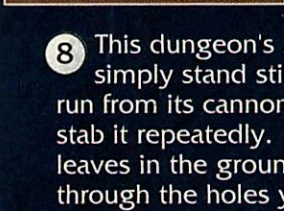
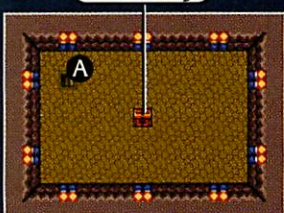
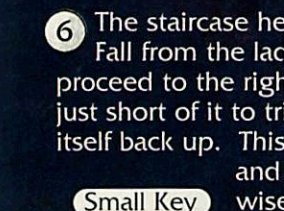
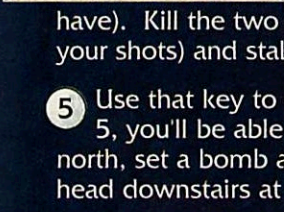
## Level BI





## Boss Key

## THE ANCIENT WOOD



1 The spike-encrusted enemies in this room can't be attacked directly. Block their charges with your shield to overturn them before you strike.

2 The three-colored block in this room has six sides. You need to push it onto the black square, but with the red side up. To overturn the block so red's on top, push it out of the blue blocks and roll it in a tight circle (push it up, right, down, and left). That should put red on top.

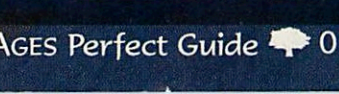
3 Don't miss the fake wall in this room. Set off a bomb to blow open a passage that will lead to the **Dungeon Map**.

4 From Point 3, head northwest. Carefully dodge the **Sparks** that run along the wall in the room east of Point 4, since they can't be killed by any item other than a Boomerang (which you don't have). Kill the two Moblins by getting above their sword (which would otherwise block your shots) and stabbing away. When all the enemies are killed, a **Small Key** will appear.

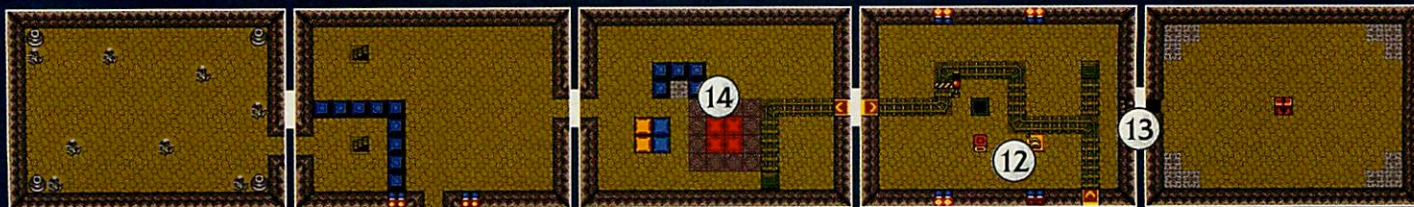
5 Use that key to unlock the door at Point 1. After you kill all the **Snake Ropes** at Point 5, you'll be able to push aside the blue block and get at the **Compass**. Before you go north, set a bomb at the weak point in the south wall and head downstairs at Point 6.

6 The staircase here leads to a brief side-scrolling part. Fall from the ladders onto the levitating platforms, and proceed to the right. Avoid the blue **Thwomp** by stopping just short of it to trick it into falling, and going as it pulls itself back up. This dungeon is shaped like a flying bird, and this passage leads to the bird's otherwise unaccessible "foot," where you'll find a **Small Key**.

7 Return the way you came, and this time head north from Point 5, and then west to Point 7. Hop on the mine cart to blow through several sealed doors. Swing your sword quickly to keep the **Keese** and **Snake Ropes** at bay.







## IF PART A

**9** After killing the mini-boss, head east and down the B staircase. Go south, carefully (and quickly) running around the island full of Skull Knight snipers.



**10** The stairs here lead to another side-scrolling area. It's here you'll find the **Roc's Feather**, an item that lets you jump when assigned to a button. If you're feeling bold, lure the **Thwomp** down, and then jump on top of it to hitch a ride to a hidden blue **Rupee**. (you can also use it to jump to the upper level on the right, but there's nothing there).



**11** Whenever you jump over a colored panel like the yellow one here, the color changes. Jump this one twice (quickly, before the floor falls) to turn it red and open the door.



**12** After jumping through the bat room, hop onto the mine cart. Swing your sword from the cart when you pass the switch, or you'll end up going right back the way you came.



**13** The first thing to do here is blow up the eastern wall and head inside. Kill all the enemies to get a **Small Key**, and then return to deal with the mine cart barrier. Push the block around in a circle to get the blue color on top, and push it onto the black panel. The barrier will lift, and the cart will now take you to Point 14.



**14** Use your panel jumping trick, as at Point 11, to change the colors of the four floor panels so they match the blocks to the left. When you're done, a **Small Key** will drop.



**15** The blue thing in this room is a "Key Block," so you'll need to use one of your two keys to open it. Don't take the cart yet; instead, walk to Point 16.



**16** Use your feather to hop over to the colored panel, carefully avoiding (or killing) the Keese on the way. Jump over the panel until it turns blue, lifting the railway barrier. Now you can go back to Point 15 and take the mine cart to the final unexplored block of this dungeon.

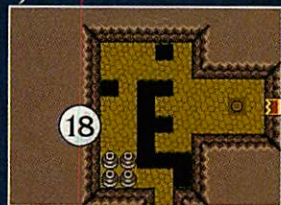


**17** After a long cart ride, jump across and kill these Moblins to get at a chest with a **Gasha Seed**.





## IF PART B



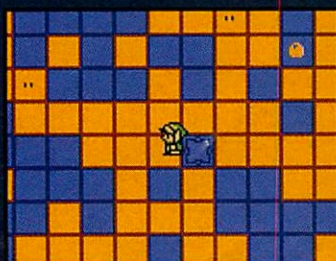
- 18** This one's tricky. After you kill the Moblins and Peahats, smash all of the pots but the upper-right one. You can now push it over to the floor switch (no Power Bracelet is required). You'll need to use your Feather to get on the right side of the pot sometimes.



- 19** To clear this puzzle and get a **Small Key**, you need to push the statues on the right into the same formation as the statues on the left. You can only push statues of the same color as the flame in the north of the room, so you'll need to hop over the floor panel, push the statues of that color, and repeat a few times.



- 20** There are a half dozen **Gels** hiding in this room, camouflaged to match the color of the floor. To kill them, you'll need to jump over the colored panel in the center, changing the floor and flushing them out. They'll change to match the new color quickly, so kill them while you can! Once you've cleared the room, the chest with the **Boss Key** will appear.

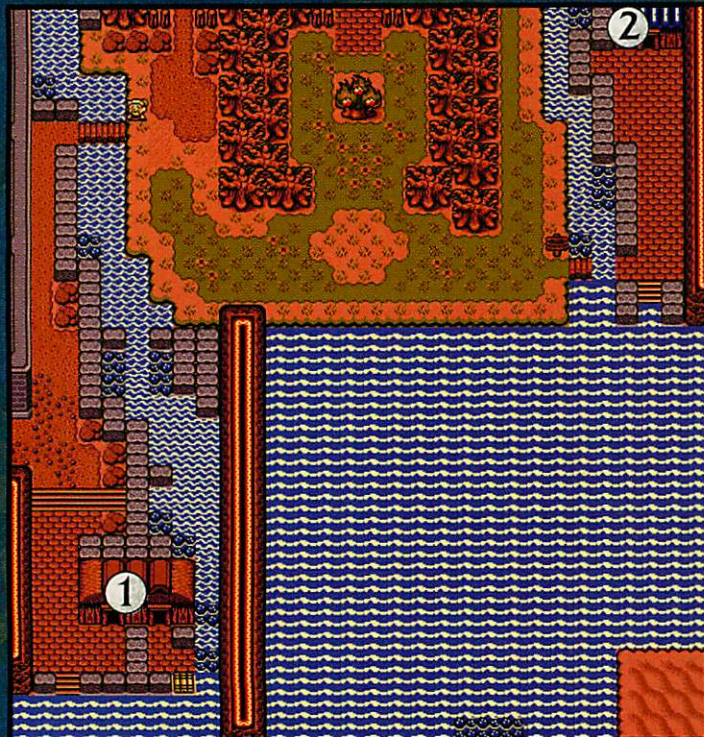


- BOSS** Smash the pots and fill up on bombs before you head downstairs to face the boss. The only way to harm it is to throw a bomb into its head so it closes when the red head is facing forward. (The best place to stand is the tip of the ledge on the right, and the best time to throw is right when the green head starts to rotate into the blue head) Don't worry if you run out of bombs trying, the green head will shoot some out from time to time. And if you get a hit off of the red head, you'll get a **Recovery Heart**.





# The Echoing Howl



## SEARCH FOR CHEVAL'S ROPE

The next essence is on a nearby island, but Link will need a raft to get there. Rafton at Point 1, in the southeast part of Lynna (Past) is building one, but



he needs a special rope to complete it. Cheval, at Point 2, is working on that, but it doesn't look like he'll be done anytime soon. Fortunately, Ralph pops up with a morbid solution: Head into the future and plunder Cheval's grave!



## RESCUE MOOSH AT YOLL GRAVEYARD (SEE MAP, NEXT PAGE)

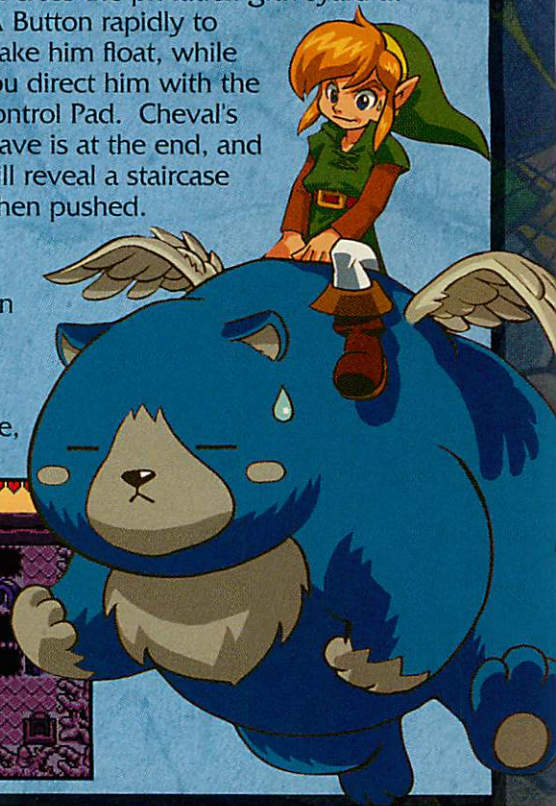


At Point 1 in the Present Cemetery you'll find a winged bear, being harassed by a trio of ghosts. Kill them, and Moosh will help you cross the pit-laden graveyard at Point 2. Press the A Button rapidly to

make him float, while you direct him with the Control Pad. Cheval's grave is at the end, and will reveal a staircase when pushed.

## SEARCHING CHEVAL'S GRAVE

Ignore the enemies at the entrance, and loop around to the gold handle in the southeast corner. Using your Power Bracelet, pull it as far back as it will go, then quickly jump and dash between the gold blocks to get the **Zora's Flippers**. Use those (they're equipped automatically) to swim through the root-lined path in the north to get to the **Cheval's Rope**. Moosh will be gone, but you can lift the rock and jump across to get out.





## OTHER CEMETERY STUFF

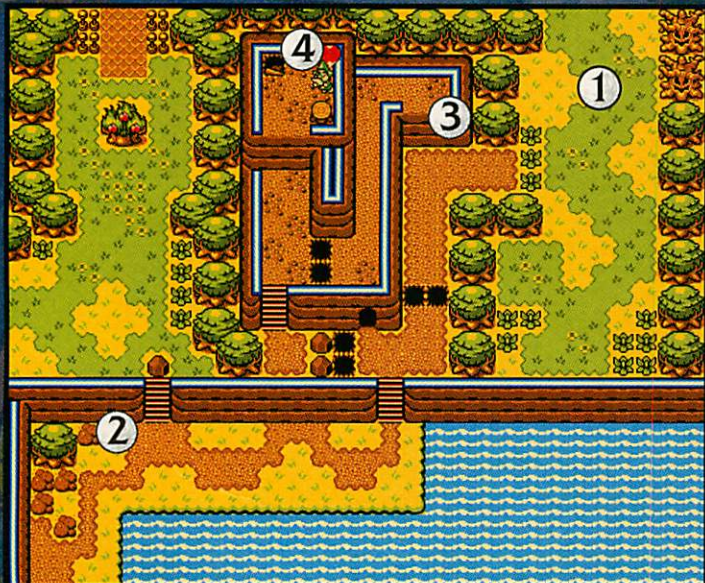


### ③ SYRUP'S SHOP

Now that you have the flip-pers, you can swim to this small island and enter the witch's shop. The **Gasha Seed** is overpriced, but the **Potion** (which automatically refills your life once when you die) is worth it.

### ④ GET THE GASHA NUT

If you haven't already, now is the time to pick the Nut from the Gasha Tree, since you'll probably never visit the cemetery again. The prize is random, but it's usually a **Magical Ring**.



## TAKE THE ROPE TO RAFTON



If it isn't one thing with Rafton, it's another. Now he needs the **Island Chart**, so Link is forced to ask Ralph for a hint once again. He'll point you to Tingle, in the Present-day Forest of Time. Before you warp, head west along the base of the tower, and swim to the ring of dirt clods shown above, where you can dig up a Gasha spot.



## TWO NEW PASSWORD SPOTS

On your way to that Gasha spot, you'll find a girl with a Password for *Oracle of Seasons* if you're playing a linked game. Her advice will lead you to an

increased bomb-carrying capacity. Also check in at the Mayor's House in the Present. His visitor's password will lead you to a leveled-up **Ring Box**.

### ①② FIND RICKY'S GLOVES

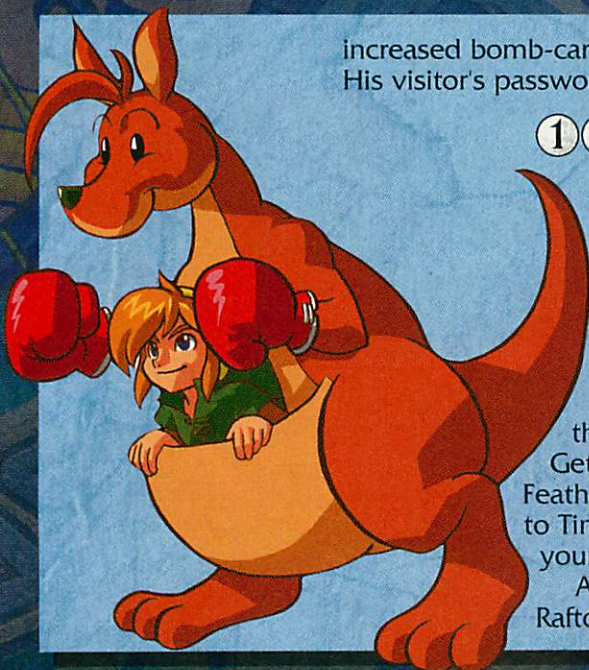
You'll run into Ricky the Kangaroo at Point 1. He lost his gloves near the shore, so Link will need to head down and dig up the dirt clod at Point 2 to get them back.



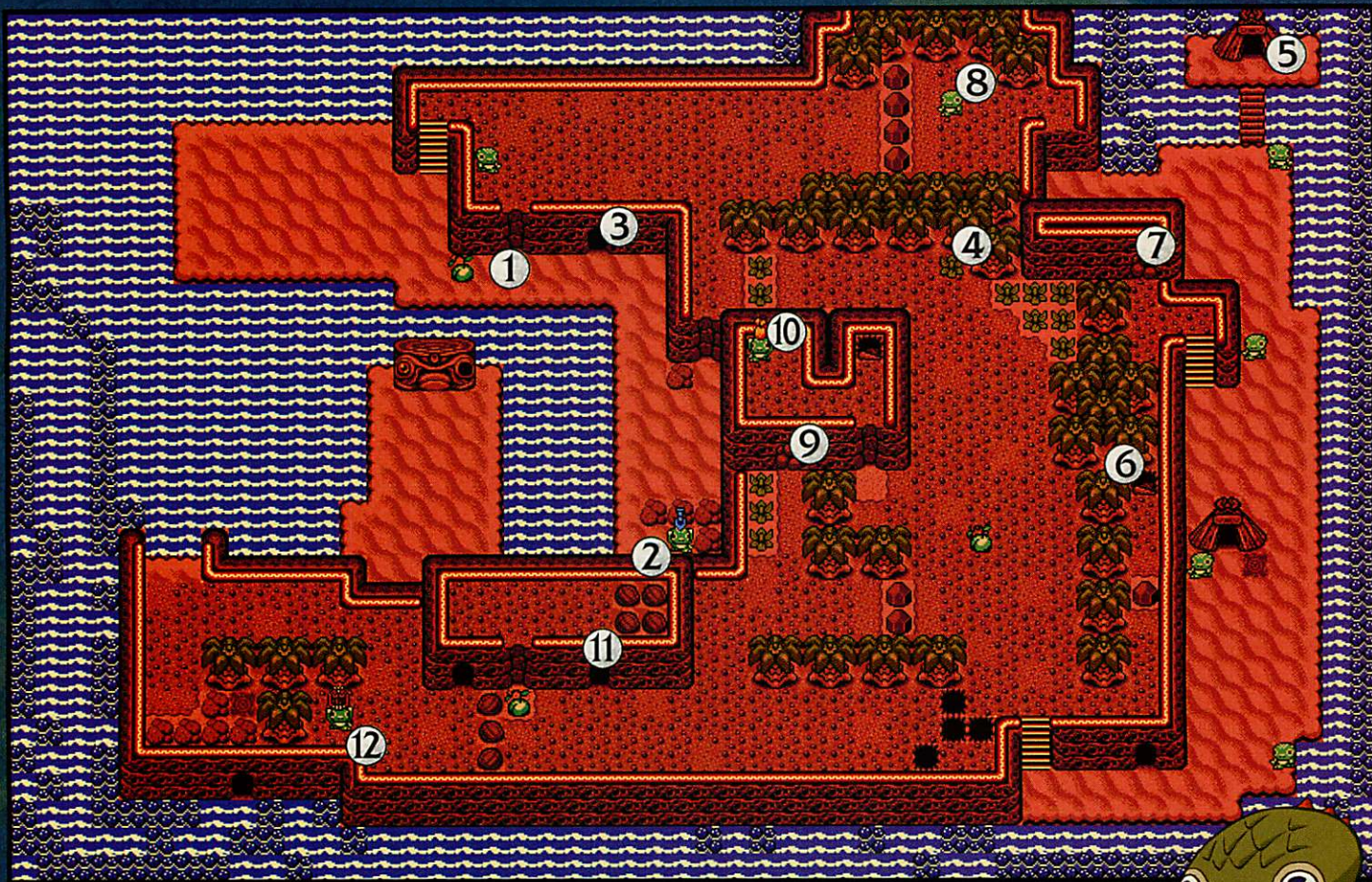
### ③④ BURST TINGLE'S BUBBLE

Ricky can leap the cliff at Point 3, and the one just beyond that leads to Tingle. Get out of your 'roo and use your Roc's Feather to jump up and slash the balloon. Talk to Tingle after that and the **Island Chart** is yours.

After that, return to the past, give it to Rafton, and set out on your journey.





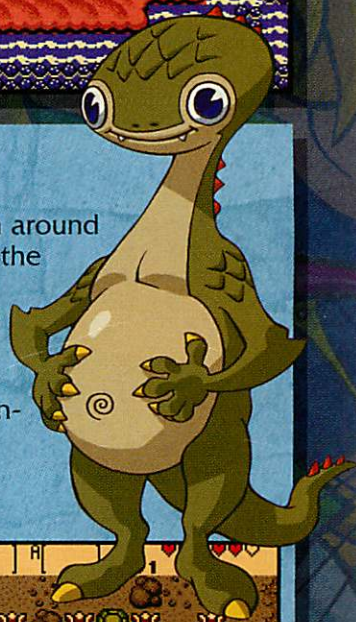


## SHIPWRECKED ON CRESCENT ISLAND



From Rafton's house, head south around the peninsula of rocks and then to the northeast. You won't get far before a storm crashes the raft and Link winds up on Crescent Island.

The native Tokay lizard people are friendly, but they have sticky fingers and will dash off with all of Link's items before he awakens. Getting them back won't be easy.



### 1 PUSHING SHOOTS

Whenever you see a plant shoot, push it over to an indented wall like the one shown to the right. In the Present, these will have sprouted into vines.



### 2 THE SHOVEL

The Shovel is the easiest item to recover. The Tokay will hand it over at Point 2. If you're using a password from Seasons, expect a surprise cameo here.

### 3 LINK'S SWORD

Enter the cave at Point 3, and use the Shovel to clear the dirt clods in the north. you can then slip inside and get your Wooden Sword back.



### 4 LINK'S SHIELD

The trader Tokay will have Link's Shield, once you get all the equipment back. 10 Scent Seeds is all that is required to have it returned.



## 5 THE TRADING SPOT



The guy in this hut will trade back your **Power Bracelet** or **Roc's Feather** for 10 Mystery Seeds or your Shovel. Since you have no seeds, you'll have to leave the Shovel. Pick up the Bracelet for now. You can trade it back for the Feather later.

## 6 THE BOMBS

Use the Bracelet to lift this rock and infiltrate the chicken coop where your **Bombs** are kept. On your way out, drop a few on the cracked green rocks by the treasure chest, and you'll be able to get a **Gasha Seed**.



that to Point 8 and plant it. When you return to the Present, it will be a full-grown Scent Tree.

## 7 8 THE SCENT SEEDLING

Plant a bomb here and you can get into the Wild Tokay Challenge. Simply toss meat to the Tokay as they scroll down the sides, and if they all leave well-fed, you'll be rewarded with the **Scent Seedling**. Take



## 9 ZORA'S FLIPPERS

Trade the Bracelet for the Feather, then plant a Bomb at Point 9 to get into the cave with **Zora's Flippers**. You'll need to toss bombs near the green rocks to get to the lizard.



While you have the Feather, you can return to Point 3 and jump across to the ledge on the west side. Push the green rocks into the pits, and you'll get to a chest with another **Gasha Seed**.

## 10 THE SEED SACHEL

Go back and trade the Roc's Feather for the Power Bracelet (again). In the same cave where you got the Zora's Flippers, pull aside the rocks and dive into the spot of deep water

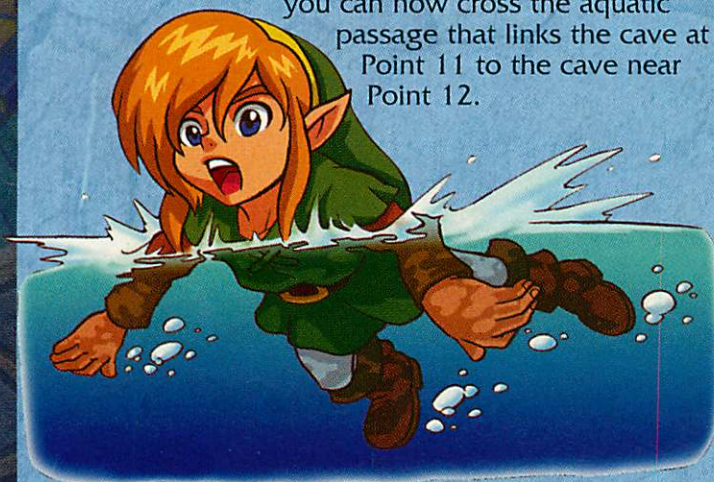


shown above.

The short underwater passage leads to the Tokay with the **Seed Satchel**. It should be full, so bring 10 Mystery Seeds to the guy at Point 5 and get your Roc's Feather back for good.

## 11 THE UNDERSEA PASSAGE

With both Feather and Bracelet at your disposal, you can now cross the aquatic passage that links the cave at Point 11 to the cave near Point 12.

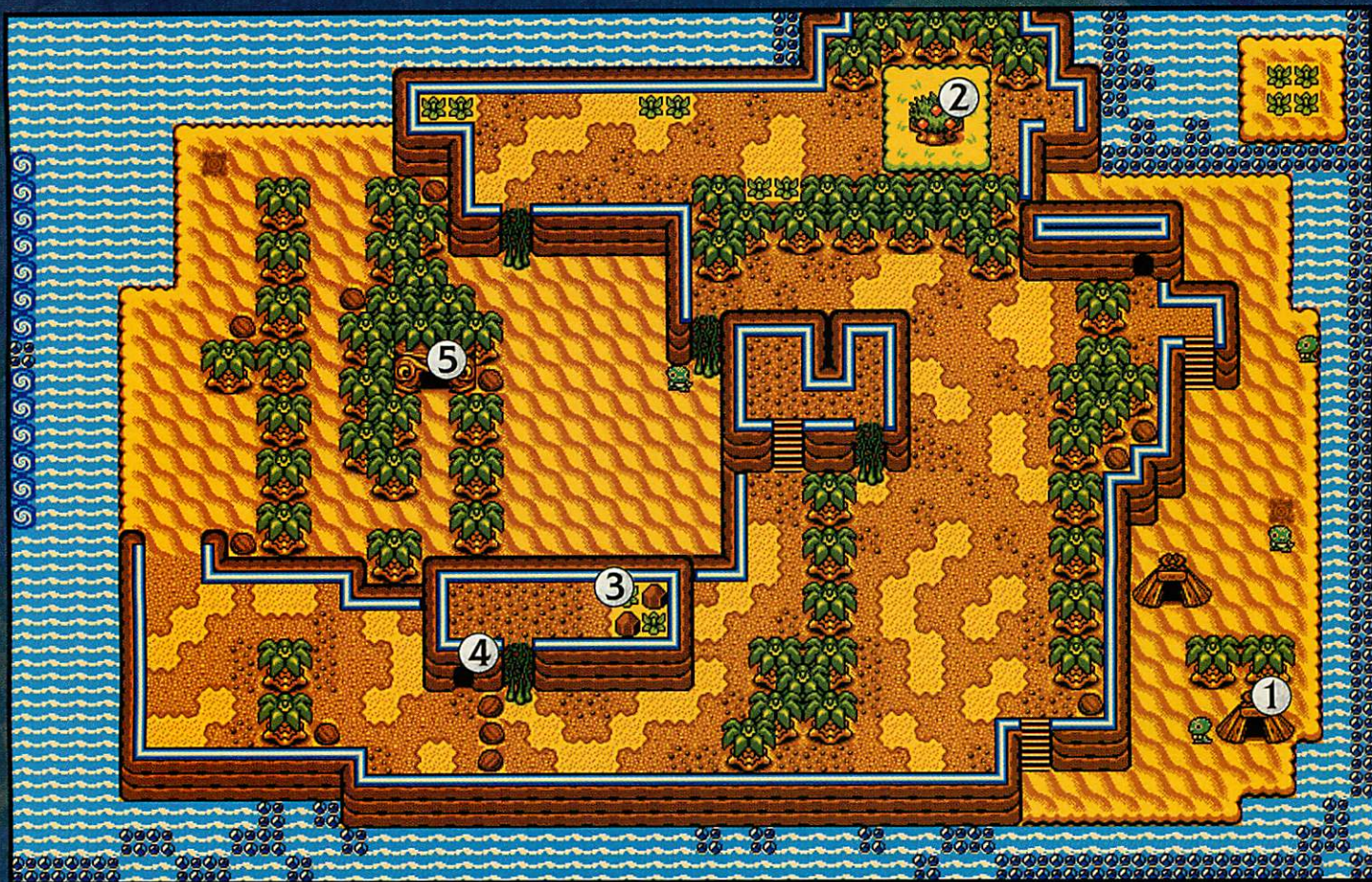


## 12 THE HARP OF AGES

The Tokay at Point 12 will gladly return the **Harp of Ages**. There's a Time Portal nearby, but since Link's Shovel is still in the hands of the Trader, you'll need to go back the way you came and use the warp near the hut on the east side. Make sure you've pushed all the Shoots to the base of the indented walls (see Point 1), or you won't get far in the Present.







## COLLECT THE SCENT SEEDS AND RETURN TO THE PAST

### ① TRADING GAME #3



If you got the Stink Bag from the hand in Lynna (Past), you can trade it to the Tokay in this hut for the Tasty Meat. Enjoy!

### ② GET THE SCENT SEEDS



If you planted the Seedling in the Past, you'll find a tree full of Scent Seeds here. Take your fill, and then take the warp back to the Past.

### ③ GASHA SPOT



If you set up the vine in the past, you'll be able to get onto this ledge. Remove the rocks to reveal a Gasha Spot.

### RETURN TO THE PAST



In the Past, trade the Scent Seeds for your Shovel. Use that to get at the other warp, which will take you to the west side of the island in the Present.

### ⑤ THE MOONLIT GROTTTO

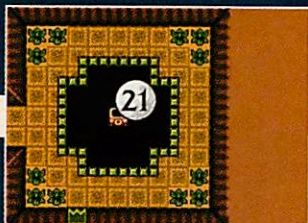
That warp will take you to the southwest corner of the island. There's a nearby Fairy Fountain at Point 4. Dungeon #5, the Moonlit Grotto, is at Point 5.





# The Moonlit Grotto

SEED SHOOTER



## Level 1F

- 1 Use a bomb to destroy this cracked block so you can push the other one to the west.



- 2 You know the saying: "Music makes the savage beast's head explode." So whip out your harp, and play a tune to kill these otherwise impervious bunnies and make the **Dungeon Map** appear.

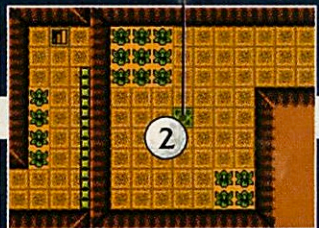


- 3 Use your sword to smash this crystal. Destroying all four crystals is your first objective in this dungeon.



Small Key

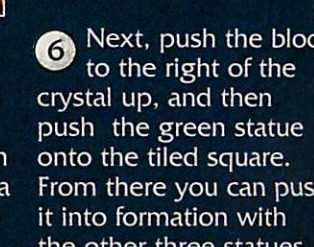
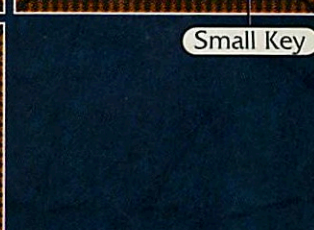
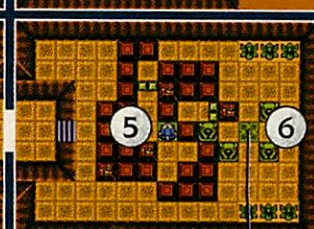
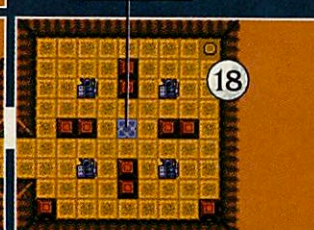
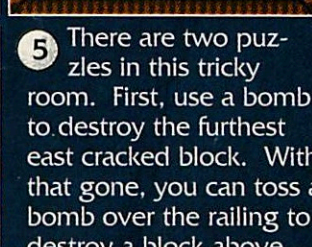
Dungeon Map



- 4 Manipulating these odd revolving doors is one of the key strategies in this dungeon. But for now, simply hop in and let it take you to the east.



30 rupees



Small Key

Small Key

- 5 There are two puzzles in this tricky room. First, use a bomb to destroy the furthest east cracked block. With that gone, you can toss a bomb over the railing to destroy a block above

the crystal. From the top, push the block above that one down, and toss a bomb at the last cracked block. Push the one below that up, and smash the crystal.

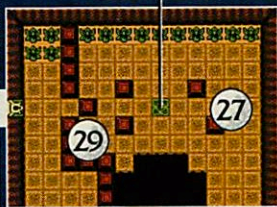
- 6 Next, push the block to the right of the crystal up, and then push the green statue onto the tiled square. From there you can push it into formation with the other three statues, and make a **Small Key** appear.



## THE ECHOING HOWL



## Small Key



# Level B1

- 7 Use the Small Key to unlock this room, then dive into the pit. The grey pattern indicates that the pit drops you to a lower floor instead of hurting you.



- 8 Prepare for an ambush when you land in Level B1! You won't have time to charge a spin attack, so just start swinging.



- 9 You'll need to kill the Mini Moldorm to unlock the doors in this room.



- 10 Use your harp to kill this pair of Poles Voices, then take the middle door to Point 11.



- 11 The only way to kill the snake from here is to toss bombs. When he dies, take the far west door down to Point 12.



- 12 You'll need a well timed bomb toss to hit the blue crystal on the conveyor belt (It's easiest if you hold the bomb until it flashes). That will make the Armos come alive, and if you kill that with a bomb, you'll get the Compass.



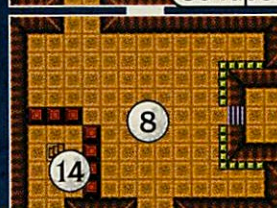
- 14 Back in B1, head north to this staircase. It will take you to the west side of the room with the pit, where you can smash the third crystal.



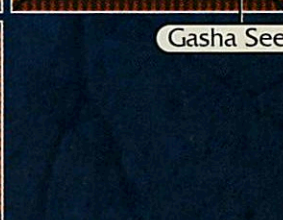
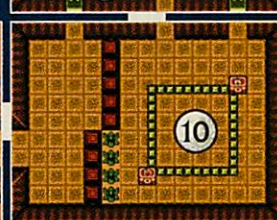
- 15 16 Push the block shown here to get back to the east side of the room. From here, go east to the revolving door, take it, and loop back around through the room with the first smashed crystal. When you go to Point 16 again, the revolving door should now be flashing orange, so you can take it to go north.



## Boss Key



## Gasha Seed





- 17 The final crystal is here, but there's nothing you can do about it now. Beware the Like Likes! If they hit you, they'll eat your shield (whether it's equipped or not) and killing them won't get it back!



- 18 Hit the switch in this room and the four Armos come alive. Carefully bomb them all to death and you'll find another **Small Key**. Then head north from the room with the Like Likes.



- 19 This room is annoying. You need a well-timed slash to destroy each flying floor tile, but the red Gels will prevent your attacks if they get you. It's best to stay in one corner and hit the button non-stop.



- 20 In addition to two Mini Moldorm, this room has two mimic enemies that mirror everything Link does. Kill them all, and a chest with this dungeon's big item, the **Seed Shooter**, will appear.



- 21 The Seed Shooter can fire any seed you have in your Satchel. To get out of here, load up some Ember Seeds and fire one into this brazier. It will light, and the door will open.



- 22 The final crystal can now be smashed by firing a diagonal shot from the corner. Any seed will do! All four crystals should be destroyed at this point, and you'll see the result of that at Point 23.



- 23 The revolving door has fallen down to level B1, revealing a chest with a **Gasha Seed**.

Take the pit at Point 7 down to level B1. From there, use the revolving door to get to Point 24.



- 24 Push the blocks into the pit, and fire Ember Seeds to light the torches. You'll need to use some odd angles to get the right ricochet, so experiment a bit. The prize is another **Gasha Seed**.



- 25 Use the old revolving door trick: After passing Point 24, loop around to the revolving door via Point 8. Then it will take you North, to the Miniboss.



- 26 Fight this mole with a shovel in one hand and a sword in the other. Dig it out while it's underground, and stab it before it burrows back in.



- 27 Push this block into place (it won't budge till the enemies are dead) and a **Small Key** will drop. Then use the revolving door to get around to Point 28.



- 28 Smack the globe to rotate the red stick. Then shoot the stick with your Seed Shooter to hit the switch and make a bridge across the gap.



- 29 Use the same trick in the next room, and then push aside the block next to the boss door. From there, loop to the revolving door and go east.



- 30 Use the floor switch to rotate the sticks until they match the ones shown here, and shoot from there. In the next room, you'll find the **Boss Key**.



- BOSS** The boss begins as four ground-skimming shadows. Run from these until they begin to join up. Then stay level with them, but facing away. The witch will come out, or her butterflies will. Either way, start firing seeds so they ricochet off the wall and hit the boss. As long as you never turn to face her, you'll do okay.



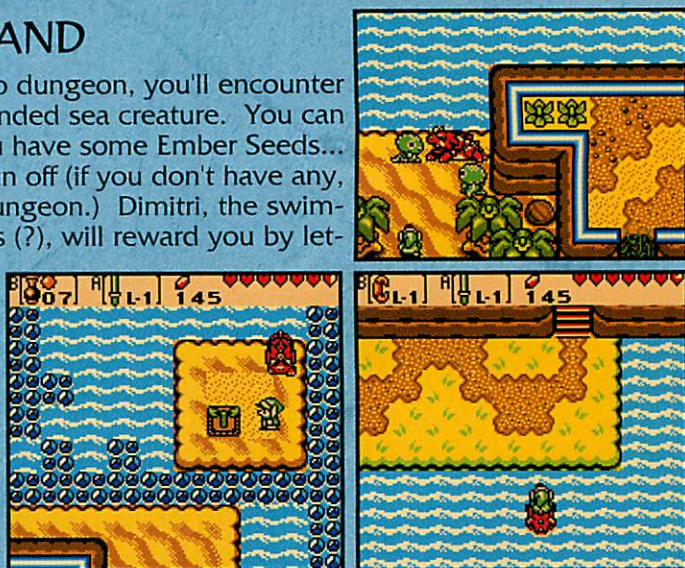
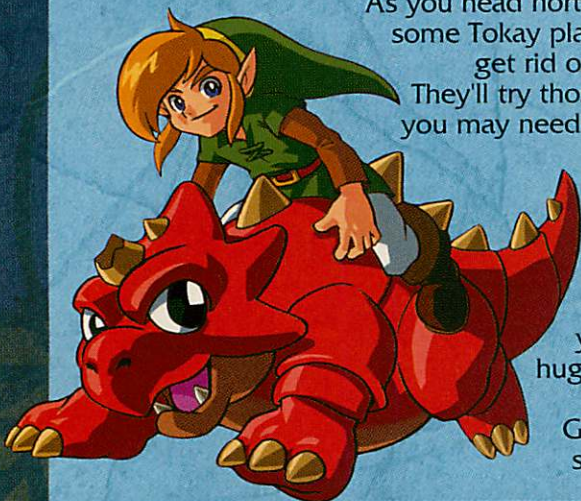


# The Burning Flame

## ESCAPE FROM CRESCENT ISLAND

As you head north from the Grotto dungeon, you'll encounter some Tokay playing with a wounded sea creature. You can get rid of the Tokay if you have some Ember Seeds...

They'll try those instead and run off (if you don't have any, you may need to look in the dungeon.) Dimitri, the swimming Triceratops (?), will reward you by letting you take a ride. You can get back to land by heading due north, but you may want to hug the coast to the east and plant a Gasha Seed at the spot shown here.



## BOOST YOUR SEED BAG



Dimitri will part with you just south of the spot where you got the Island Chart from Tingle. Now that you have the Seed Shooter, you can pay Tingle another visit by entering the cave and firing at the spot shown. You can then cross the bridge to the stairs that lead to Tingle's ledge. Politely accept his offer of a new **Seed Satchel**. Not only does it carry 50 of each seed, it comes full!



## RESCUE PRINCESS ZELDA!



This cool event **ONLY** happens if you're playing Oracle of Ages with a password from Oracle of Seasons. As you pass the Black Tower, Impa will ask you to go inside and rescue Zelda, who's been kidnapped!

Getting her back is easy... It's just like Donkey Kong, where you have to leap fireballs (instead of barrels). When you get to the top, open Zelda's cage and she'll reward you with an exclusive **Magical Ring**.





## ① TRADING GAME #5



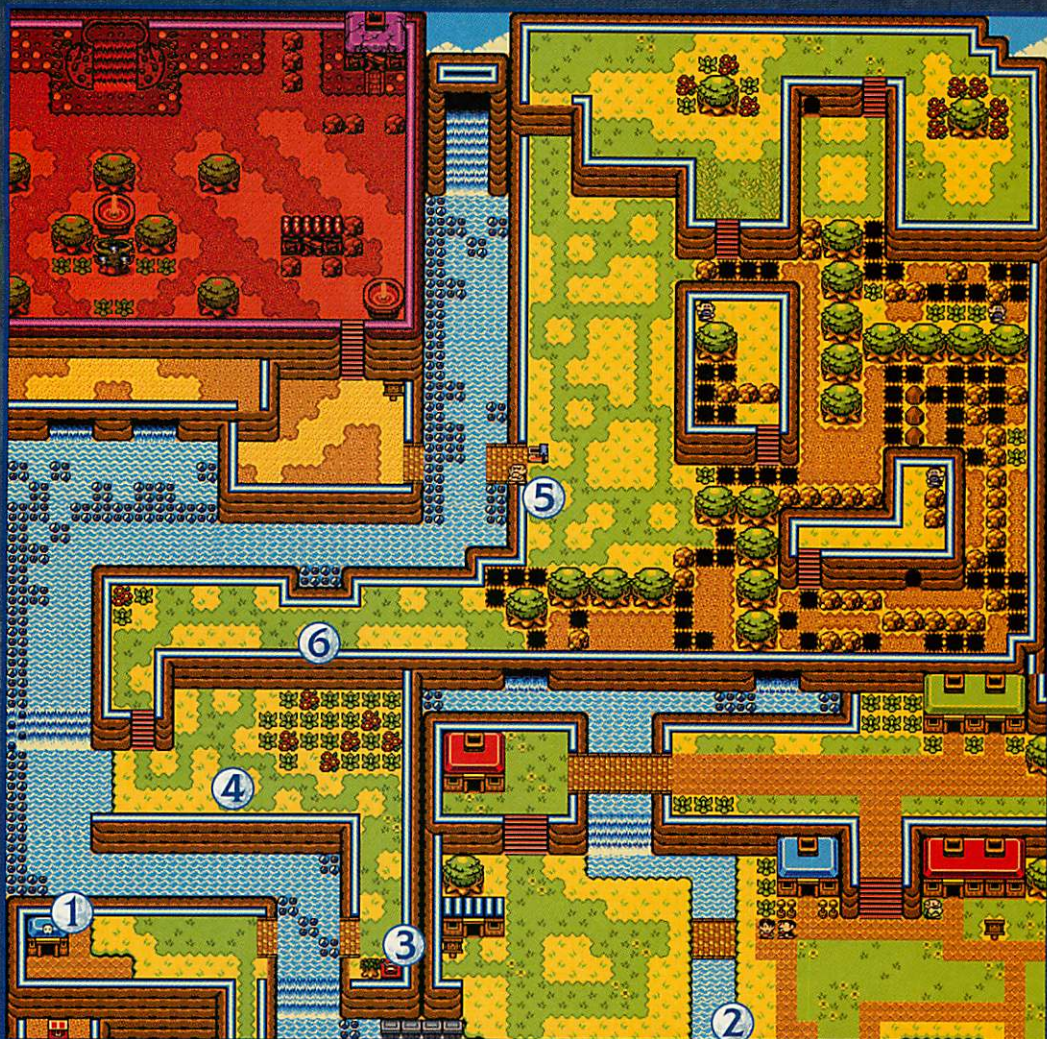
Give the mask-seller the Tasty Meat, and he'll give you the Doggie Mask.

## ② TRADING GAME #6



The dog-woman's house is just south of Point 2 on the map.

She'll take the mask off your hands, and give you the Dumbbell.



## ③ THE BRIDGE SWITCH

Fire a pair of Ember Seeds to burn away this small tree and flip the switch. The bridge to the Highlands will appear.



## ④ SHOOT YOUR FOES

Watch out for these Buzz Blobs. They'll shock you if you touch them, so gun them down with seeds.



## ⑤ THE FOREMAN

All you can do now is talk to the Foreman of the bridge repair crew. His crew is missing, but you'll need a friend to help.



## ⑥ THE FAIRY RETURNS

After talking to the foreman, head back the way you came. A fairy will accost you and ask you to come to the Fairies' Woods.



## ⑦ GET YOUR ANIMAL WHISTLE

If you've linked from Seasons, you'll find another password opportunity (see shot, left) on the way to the Fairies' Woods. Everyone else will find the trip uneventful, but find the forest itself to be even more messed up than it was before. Fortunately, finding the culprit is easy. From the Fairy Tree, head up, down, and up again. There you'll find Moosh, Rocky, or Dimitri, and get the Flute that will summon it in the future.





## THE MISSING WORKERS



Which animal friend you found depends on a few different things:

**Dimitri:** An item called the Strange Flute is randomly for sale in the Lynna Item Shop (for 150 rupees). If you've found and bought it, you'll get Dimitri.

**Ricky:** If you linked from Seasons, or won the Strange Flute as a random item in the Past Lynna's Shooting Gallery game, you'll find Ricky.

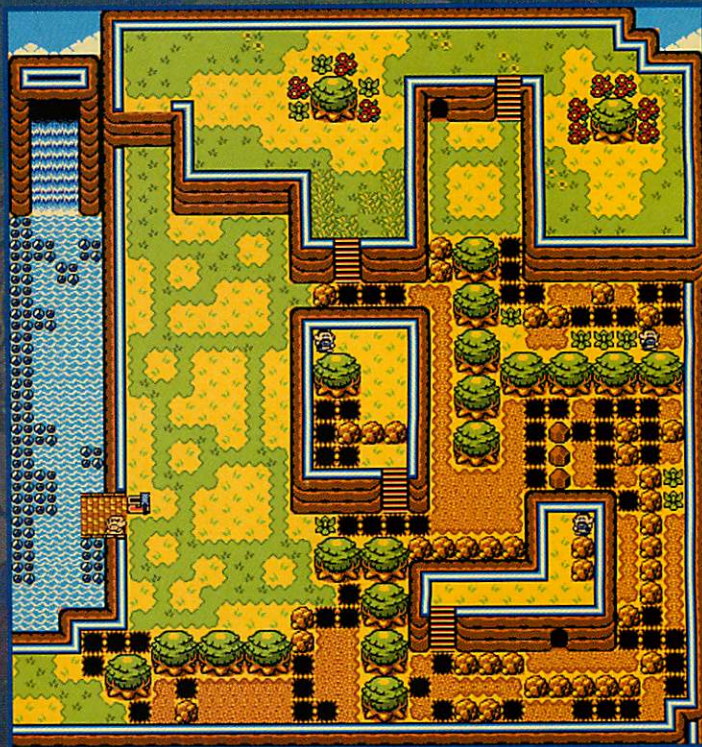
**Moosh:** Everyone else will find Moosh.

The geography of this area will change drastically depending on which animal you found. Dimitri's is full of ponds and waterfalls, Ricky's has plenty of hopplable ledges, and Moosh's is full of pits. Since most players will get

Moosh, and his is most difficult, we've shown the map here.

Either way, your goal is to talk to the Foreman (you need to do this again, before you begin the search) and then find all three workers. There will be two caves in this area, regardless of which animal you found. One is a Fairy Fountain; the other contains a **Magical Ring**.

When all three workers have reported to duty, the bridge to Symmetry Village will be completed.



### ① FIRE MONSTERS

Symmetry has clearly seen better days. There are no people, only annoying fire monsters which are best ignored.



### ② GRAB THE GALE SEEDS

The one highlight is the Gale Seed Tree. When used from your bag, Gale Seeds can warp you to any Seed Tree you've visited! When fired from your gun, they'll



warp their target far away. Grab 'em and then use the nearby Time Portal.

### ③④ THE CRACKED NUT QUEST

The sisters here will tell you the town's odd story. Someone needs to scale the Talus Cliffs to get the Tuni Nut repaired, and that someone seems to be you. Talk to both of the brothers at Point 4 to get the Tuni Nut.



### ⑤ THE TUNE OF CURRENTS

Head to Point 5 and dive into the pool. There's a brief under water passage (note that you can blast the fish with your Seed Shooter, if you like), with a man at the end. Play your Harp of Ages, and he'll teach you a new song.





## ⑥ THE HEART PIECE

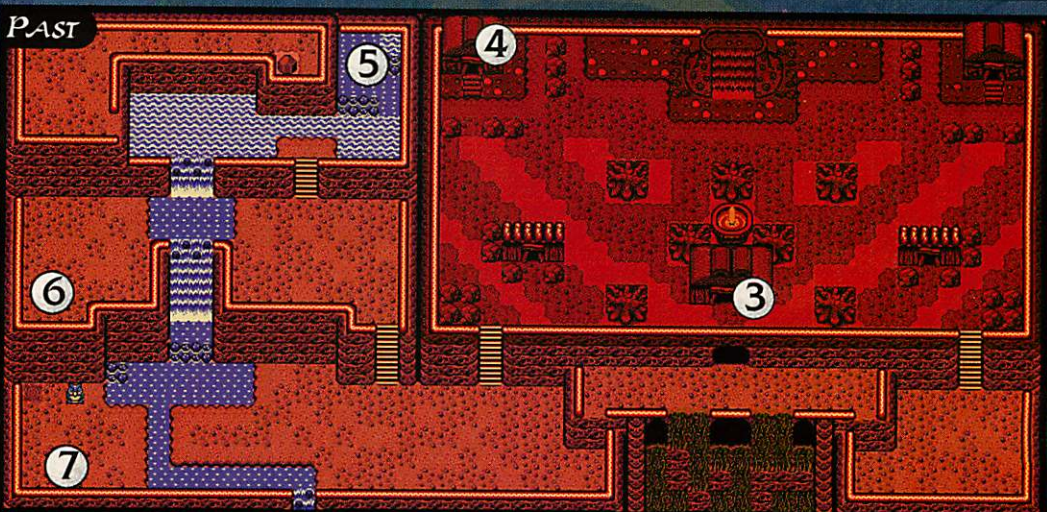
The Tune of Currents lets you warp from just about anywhere in the Past to the same spot in the Present. So by playing the tune at Point 6 in the Past, you'll end up at Point 6 in the Present. From there, you can walk right over and grab that juicy Heart Piece.



PRESENT



PAST



## ⑦ WARP TO THE TALUS CLIFFS

The warp near Point 7 is basically a dead end. But you can make your own warps now... Just play your new tune at the bottom of the screen, and head down the stairs to begin your new journey.

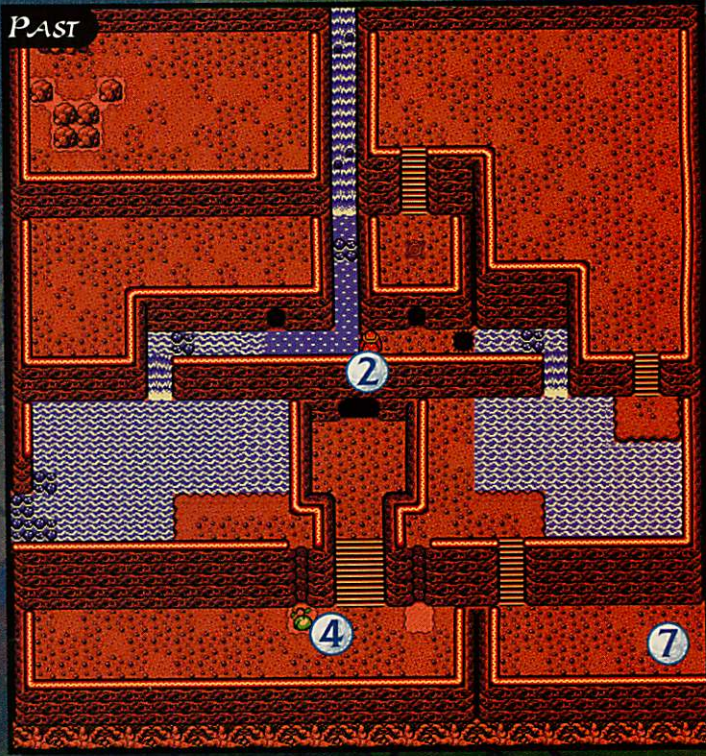
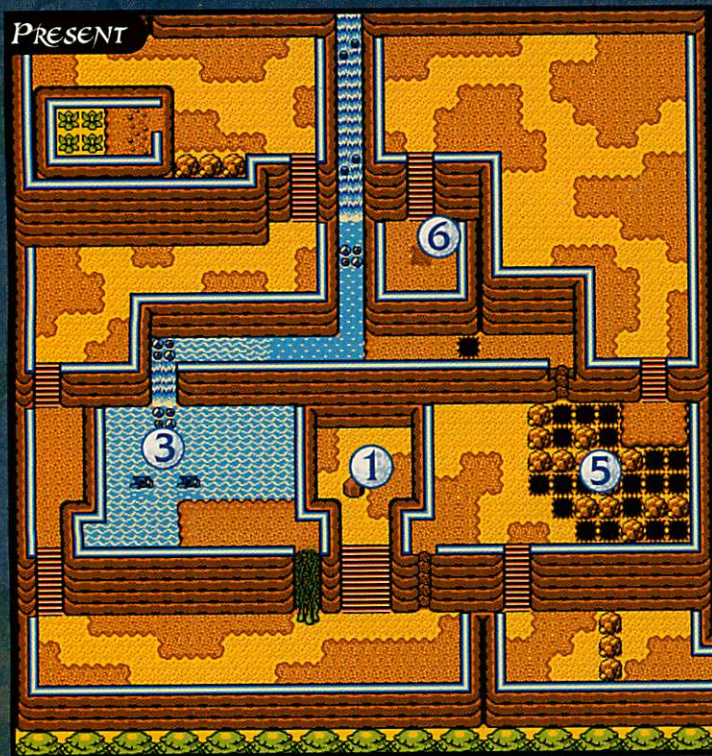


## ⑦ TRADING GAME #7-11

Give the Dumbbell to the man in the basement of the house at Point 3 for a Cheesy Mustache. Trade that to the guy in Lynna City (Present) for the Funny Joke. Give that to the depressed kid in Lynna Village (Past) for the Touching Book. Next time you run into Maple, she'll offer to trade you a Magic Oar for the Book.







## 1 2 DIVERT THE RIVER

Hike down to Point 1 in the Present, then warp to the past. The big cave there leads to the two little caves above it. Take the one on the right, and push the red block to the left to permanently change the river's flow in both the Past and the Present.



## 4 MOVE THE VINE

In the Past, push the seedling to the right and then warp to the future. The vine will be on that side, allowing you to access points 5 and 6.



## 3 THE BOMB FAIRY

After diverting the river, you'll find a small pond here. Toss a bomb into it, and a Fairy will appear. Answer her question honestly, and she'll raise your bomb carrying capacity to 30.



## 5 6 7 THE FINAL WARP

If you diverted the river, the uncrossable pit at Point 5 will now be full of water. Swim across and take the warp to the Past at Point 6. If you use your Tune of Currents to warp to the future at Point 7, and head a bit further East, you'll find a chest with a Gasha Seed.



## THE NUT RITUAL

Scale the cliff east of Point 7 in the Past, taking the middle route at the end and carefully dodging the falling rocks. In the cave at the top, you'll meet Patch, who can fix the nut if

you'll help him with a bizarre ritual. The trick to winning is to lure all the enemies near the pit in the upper-left corner, then go stand on the switch and knock them into the pit with your sword.



## THE SKULL DUNGEON

You can get back to Symmetry by just heading west from Patch's cave entrance and hopping down. Return the fixed nut to the large house where you met

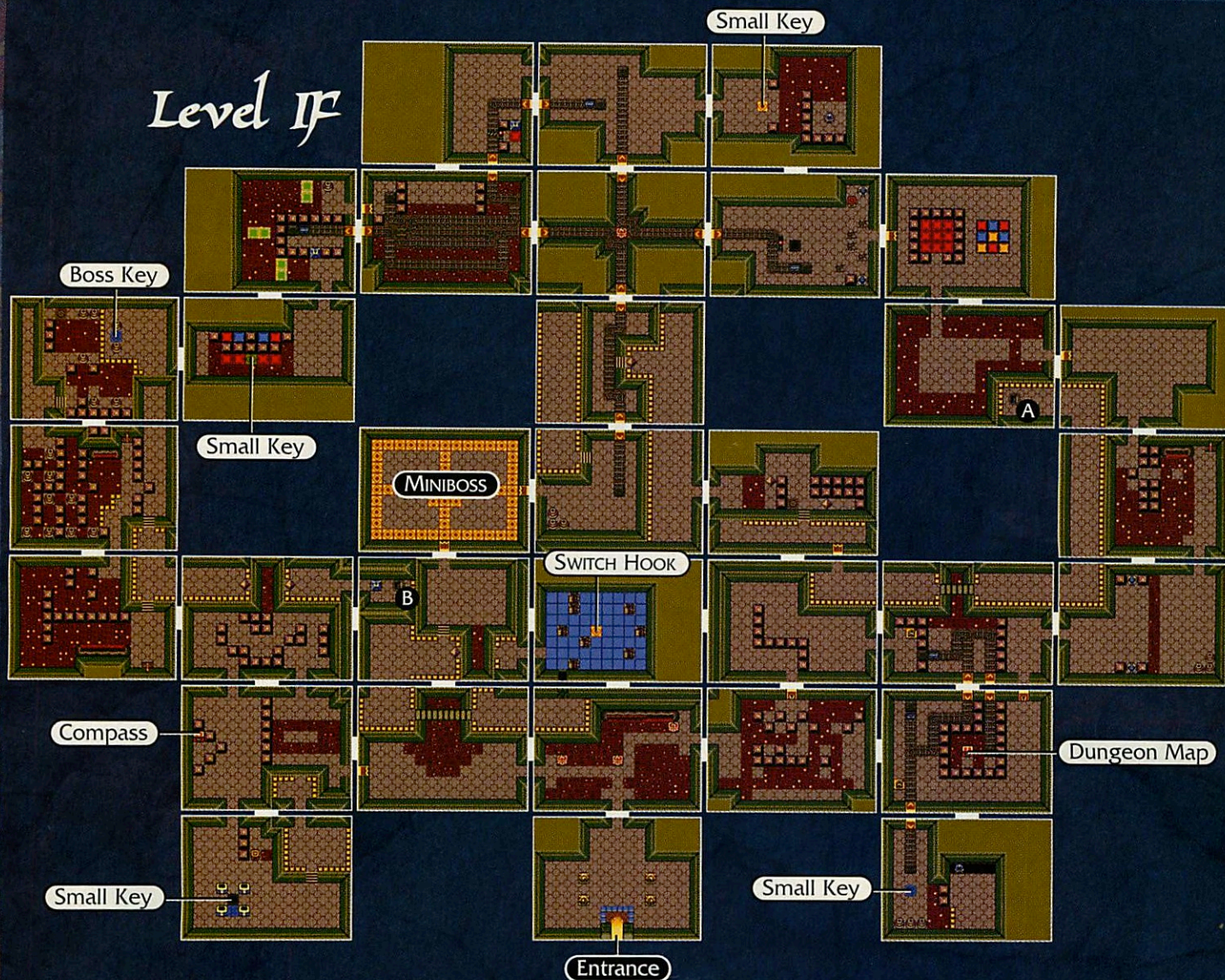
the sisters, and then warp to the Present. Symmetry will be lush and beautiful again, and you'll be able to enter the Skull Dungeon, (where the volcano was) at your convenience.





# The Skull Dungeon

## Level 1F



## THE BURNING FLAME

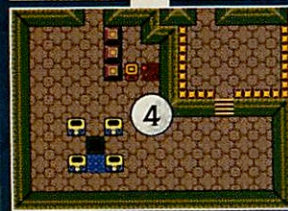
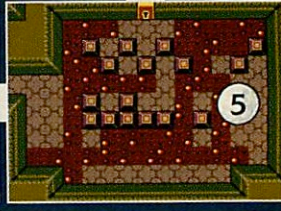
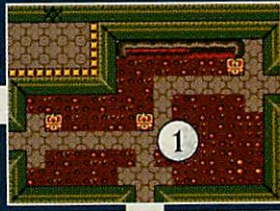
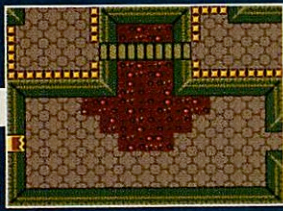
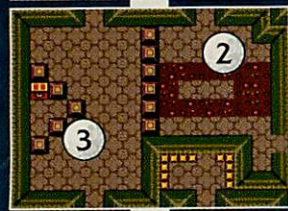
## Level B1







## IF PART A



**1** The flying, Fire Keese in this dungeon are annoying. You can hit them in the air if you jump and then swing.

**2** It's easiest to shoot the spear-chucking Skull Knights before you jump to the north. Dodge the Spark, then loop to Point 3.

**3** Push the block on the right to get to the chest and grab the **Compass**.

**4** Jump over the lava to get the color block. You'll need to push it in a circle once to get blue on top and get the **Small Key**.



**5** After you jump across the lava, push the block shown here, jump to the north, and push the block to Link's right.

**6** Hit the switch first, then hop onto the cart. It will take you right to the **Dungeon Map**.

**7** Hit the switch at Point 6 again to get to this room. One well-timed Seed shot will make a **Small Key Chest** appear.

**8** On your way out, hit this switch, or the mine cart will never stop in this room. Take the northeast exit to proceed.



**9** [See map next page] Step forward to lure the sliding traps out, then wait for them to pull back before you dash across.

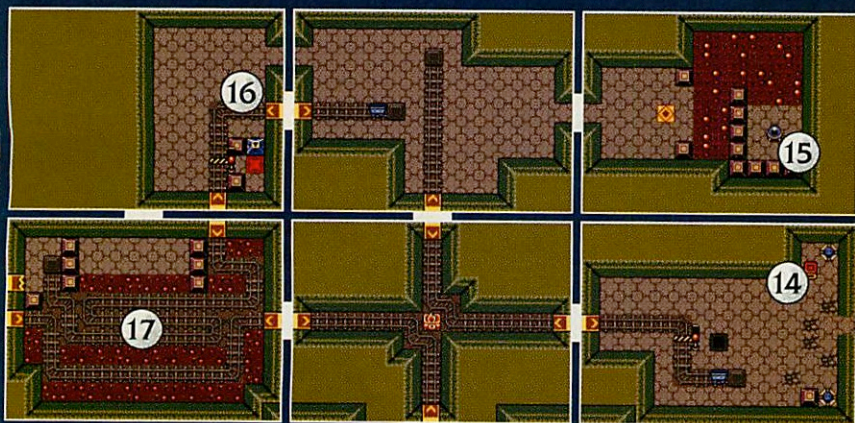
**10** To cross this lava pit, use your Bracelet to pull out the lever, then run across as soon as the lava starts to disappear.

**11** These hopping Stalfos can dodge your shots, so corner them against the walls and keep swinging to dodge their bones.

**12** Use your Gale Seeds to dispense of any enemies waiting on the other side of this chasm. They'll be blown far, far away.

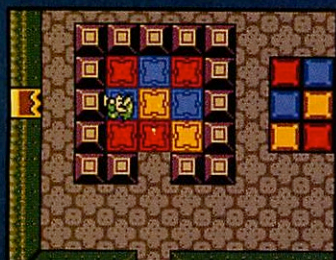






## IF PART B

**13** You've done this sort of thing before: Jump over the panels to make them match the pattern of the blocks outside.



**15** Kill the bats and jump onto the moving platform. From there, fire a bank shot to hit the blue globe and get a **Small Key**.



**14** This is tricky. Lure the sliders out and slip behind the top one as soon as it passes. Push the colored block down two squares, then get below it and lure the slider out again.

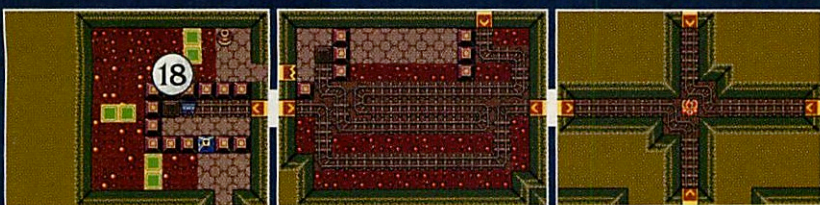


As it passes on the way back, you'll have just enough time to get around the block and push it to the left before the slider returns and the floor collapses. Push it onto the panel, blue side up.

**17** You have to kill all three skeletons from the cart to open the door. Use Scent Seeds, since they can be fired most quickly.



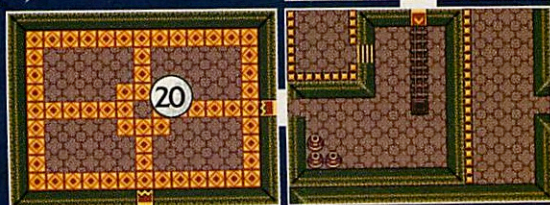
**18** You'll need to prove your mettle in this room by jumping across three floating platforms. The lava hurts, so use the fairy in the pot by the door if you're low on health.



**19** Except for the lava and the Peahats, this is the same puzzle as Point 13. Make the panels match the blocks and get a **Small Key**.



## IF PART C



**20** Go back to the north, pop the Key Block, and take the cart to the Miniboss. How do you beat a guy with an indestructible shield and a sword that can destroy anything? Let the sword destroy the shield! Simply run around the room, keeping the Miniboss between you and his sword, and after his sword hits the shield three times the shield will be destroyed. He will run after you until he hits a wall and stuns himself. You should then slash him a few times until he is done.





## IF PART D



listed a solution on the right, but there are several possibilities. The prize here is the **Switch Hook**, this dungeon's major item.

**23 24** Leave to the west and use your new toy to switch places with the big brown diamond. Do the same thing to cross the chasm at Point 24.



**25** Use your Switch Hook to cross the lava, and also to get behind dangerous enemies like this Skull Knight. Then stand on the switch and trade places with the second diamond block to hold the door open.



**26** The network of catwalks from Point 25 leads you to the stairs to Level B1.

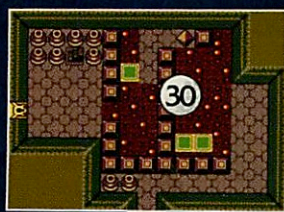
**27** Use your Switch Hook to grab the diamond, and then get out by hooking onto the pot.



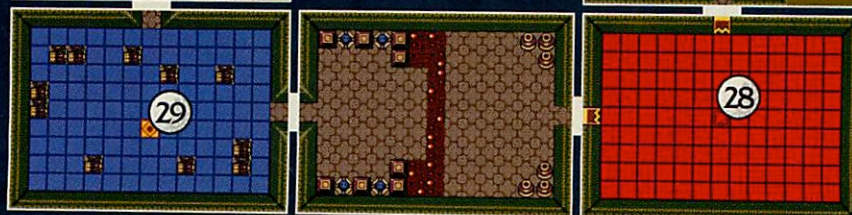
**28** We had one of these rooms back in Dungeon 2. Jump over the central panel to make the color of the floor change, revealing the hidden Gels. Kill them all to open the doors.



Now you just need to maneuver the diamond over to the switch. It isn't difficult, just make sure Link ends up on the side with the door!

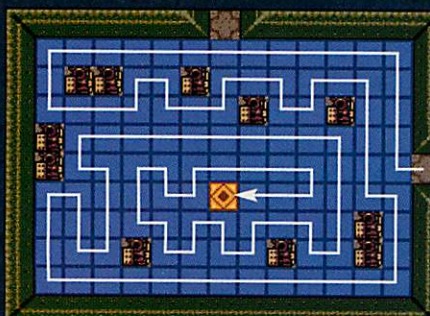


## B1 PART E





29 This is the same deal as Point 22, it's just bigger, longer, and full of enemies. When you succeed (one solution is shown to the right) a **Small Key** will appear.



30 Use your Roc's Feather and Switch Hook to get across the lava pits in this room. You can't get into the boss room now, so grab a fairy from the pot and head upstairs. After a brief side-scrolling bit (where you'll have to use your Hook), you'll end up in the final chunk of Level 1F.



31 Head west from the stairs and pull the chain at Point 31. They don't give you much time to get across, so you have to start to run the second the lava begins to drain.



32 You'll have all the time you need in this area, since all you have to do is Switch Hook onto the platform with the first pot, and then Hook from pot to pot. At the final platform, equip your Roc's Feather and jump diagonally to the exit.



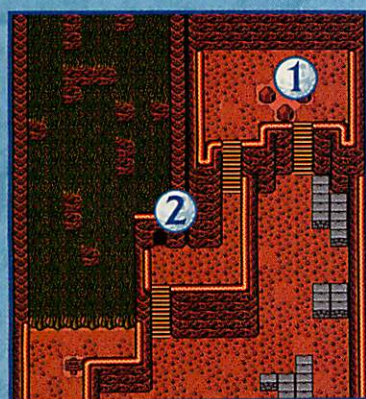
## IF PART F



33 You have to be pretty clever on this one. Jump to the right side of the screen and use your Hook Switch to get over the yellow barrier. Push the other pot up a square, and then hook over to the area with the switch. Push the second pot onto the switch, and then hook back to the chest with the **Boss Key**, using the pot you pushed there earlier. Then hop on down to the southeast.



**BOSS** This boss is a snap. When you hit the blue guy in the middle with your Switch Hook, the little orange guys will all disperse. Then you can use your sword to kill the main guy. If you're having trouble getting a shot in, you can kill the orange guys with your sword first.



## A LINKED PASSWORD

If you're playing from *Seasons*, visit the Ember Seed tree in Lynna City (Present) for a password that leads to an enhanced sword!

## THE FOOTHILLS AND THE SECRET SHOP

### 1 GASHA SPOT

In the Past foothills, you can lift one of these rocks aside and dig in the dead center to reveal a patch of soft earth.



### 2 HEART PIECE

The small cave here has a **Heart Piece** that can easily be reached with the Roc's Feather or Switch Hook.



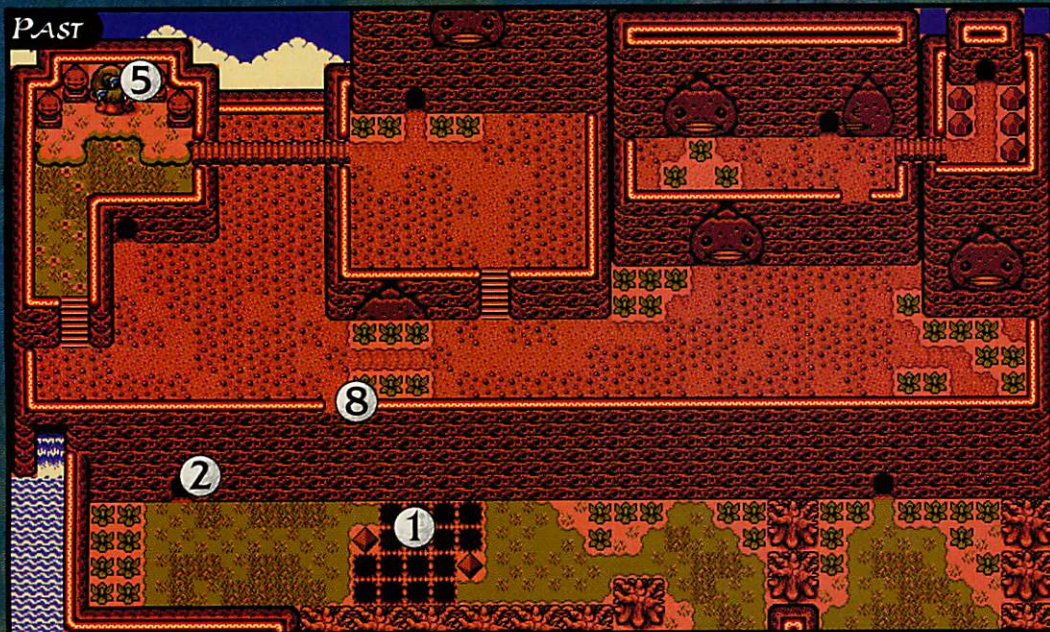
## THE SECRET SHOP

Now that you have the Tune of Currents, you can warp into the sealed fence that blocks off the other side of the Shop in Lynna. Stand above the tree in the Past, play the tune, and you'll end up in the perfect spot. The shop sells a **Heart Piece**, **Gasha Seeds**, and a new **Ring Box**.



# The Sacred Soil

PAST



## 1 CROSS THE PIT

In the Past, use your Switch Hook to cross this pit just northwest of Lynna City.



## 2 GORON TUNNEL

Cut away the grass near Point 2 to reveal a Gasha Spot. Then pay a quick visit to the cave. The Goron tunnel has suffered a cave-in, and you can't go that way until the Goron can find a Bomb Flower.



Pull out your Harp and warp to the Present.

PRESENT



## 3 TREASURE IN THE GORON TUNNEL

The two visible treasure chests in the Goron Tunnel contain 50

and 30 rupees, respectively. The real treasure is a Heart Piece... Use a bomb at the spot shown on the right to reveal the path.



## 4 ROLLING RIDGE WARP POINT

The only thing you can do at this point in the Present is locate the warp back to the Past. You'll find it under the rock at Point 4. If you're hurt, don't miss the Fairy Fountain in the cave.



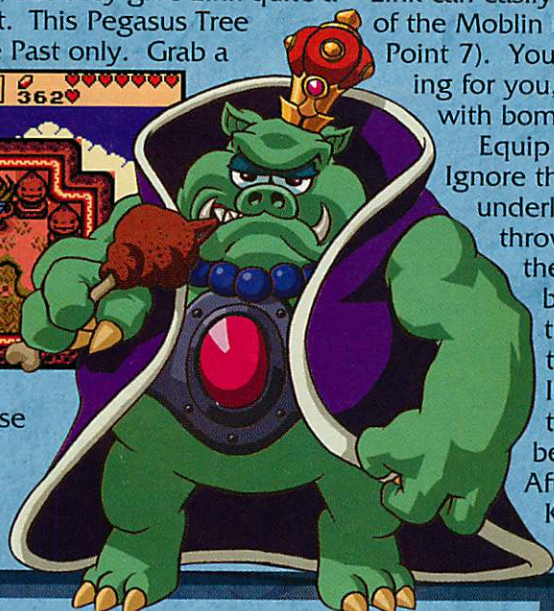


## 5 THE PEGASUS SEED TREE

Pegasus Seeds aren't very effective as weapons, but they give Link quite a speed boost. This Pegasus Tree exists in the Past only. Grab a



bunch of seeds and use the Tune of Currents to return to the Present.



## 6 TAKE DOWN THE MOBLIN KING

With the power of the Pegasus Seeds, Link can easily outrace the collapsing floors of the Moblin King's fort (if you fail, see Point 7). You'll find his highness is waiting for you, and will begin pelting you with bombs immediately.

Equip your Power Bracelet.

Ignore the bombs thrown by his underlings and grab the big ones thrown by the King. Hold onto them until they

begin to flash, and then immediately throw them back.

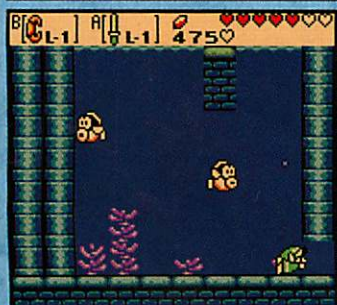
If you time it right, they'll explode before he can toss them back. After five such hits, the Moblin King (and his fort) will fall.



## 7 BENEATH THE MOBLIN FORT



If you fall in during the collapsing floor part, or take the stairs where the fort used to be after killing the Moblin King, you'll end up in a side-scrolling area beneath the Moblin Fort. In the first area, dodge the falling fireballs by patiently waiting them out from the safe spots between the ladders.



Continue on to the fish tank just beyond that. If you want to get out, swim through the small hole in the lower right-hand corner, and then use bombs to blow away the wall that blocks

the ladder. You'll end up in the cave set into the wall northeast of the fort.

Before you leave this area, make sure to visit the small room above the fish tank once (bottom right shot). You'll find a **Magic Ring** in the chest there.



## 8 SAVE THE GORON ELDER

After you defeat the Moblin King, the Goron of the Present will reward you with a **Bomb Flower**. Warp to the Past, jump off the cliff at Point 8, and bring the flower into the blocked Goron Tunnel. The Elder will reward you with the **Crown Key**.



## 9 UNLOCK THE CROWN DUNGEON

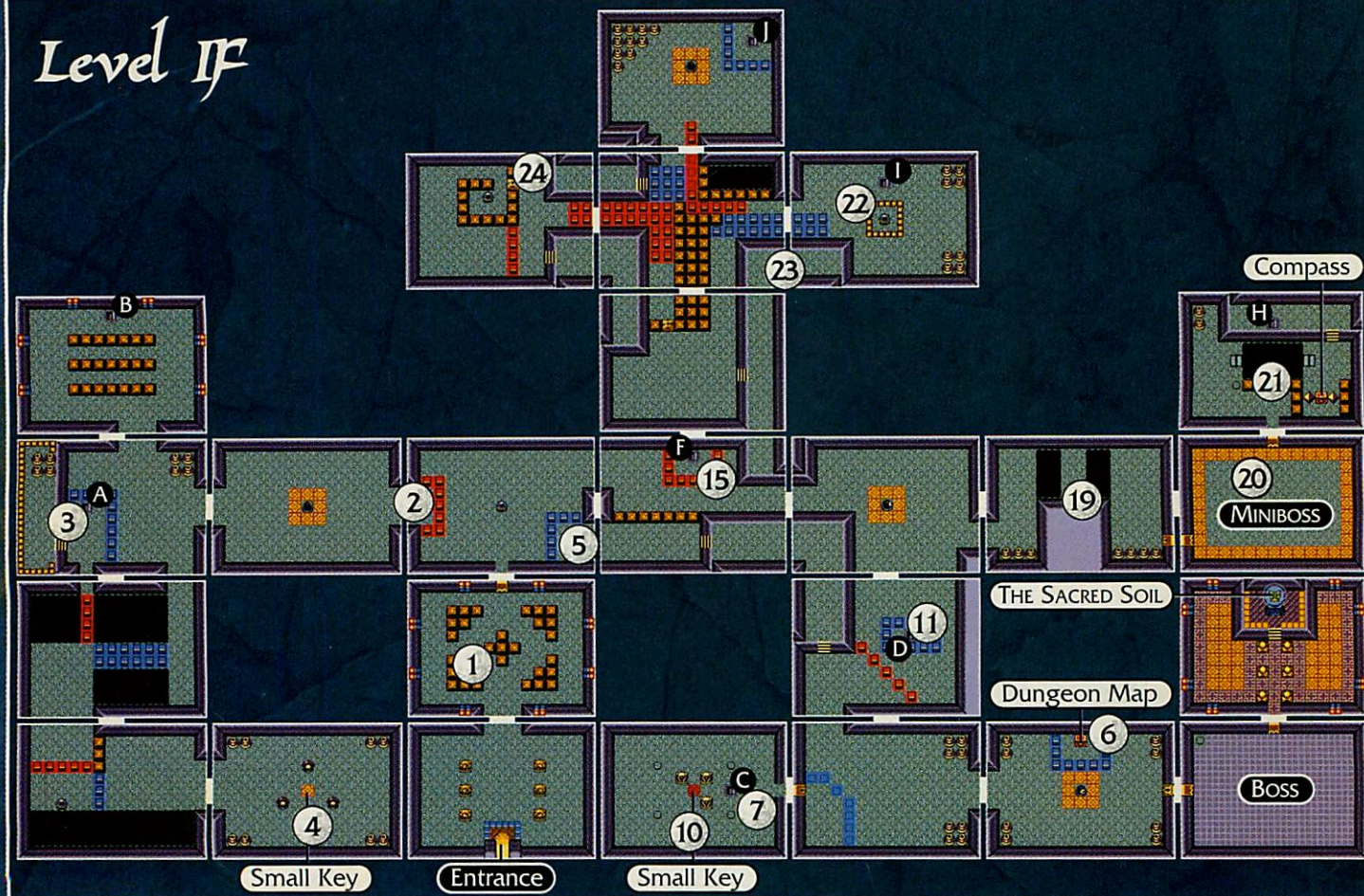
Enter the cave where the Moblin Fort once stood (in the Present). To leap the massive pits here, you'll need to use a Pegasus Seed, get a running start, and jump with your Roc's Feather. Have your sword ready for surprise Green Slimes on the other side.





# The Crown Dungeon

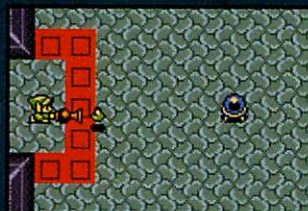
## Level 1F



**1** Just kill all the enemies in this room to unlock the door. Use your Switch Hook to get behind the many sword-wielding Moblins in this dungeon.



**2** When the globe is blue, the blue pegs are up. When it's red, it's the red pegs that block your progress (on the map above, they're all up). To get started, get behind the red pegs and shoot the globe with your Seed Shooter to raise them behind you.



**3** Since the blue pegs are down, you can go right down the stairs at Point 3 and pick up a **Small Key** in this basement room.



**4** Head south from Point 3, and use your Switch Hook or Seed Shooter to get past the two lines of pegs in the southwest corner of this floor. You'll find three statues in the room beyond this. When shot with the Seed Shooter, their eyes will open briefly. The trick is to get all three open at once. So stand to the right of the top statue and fire at the statue bottom right, (at your bottom left) so the seed ricochets and hits all three! Another **Small Key** is yours.

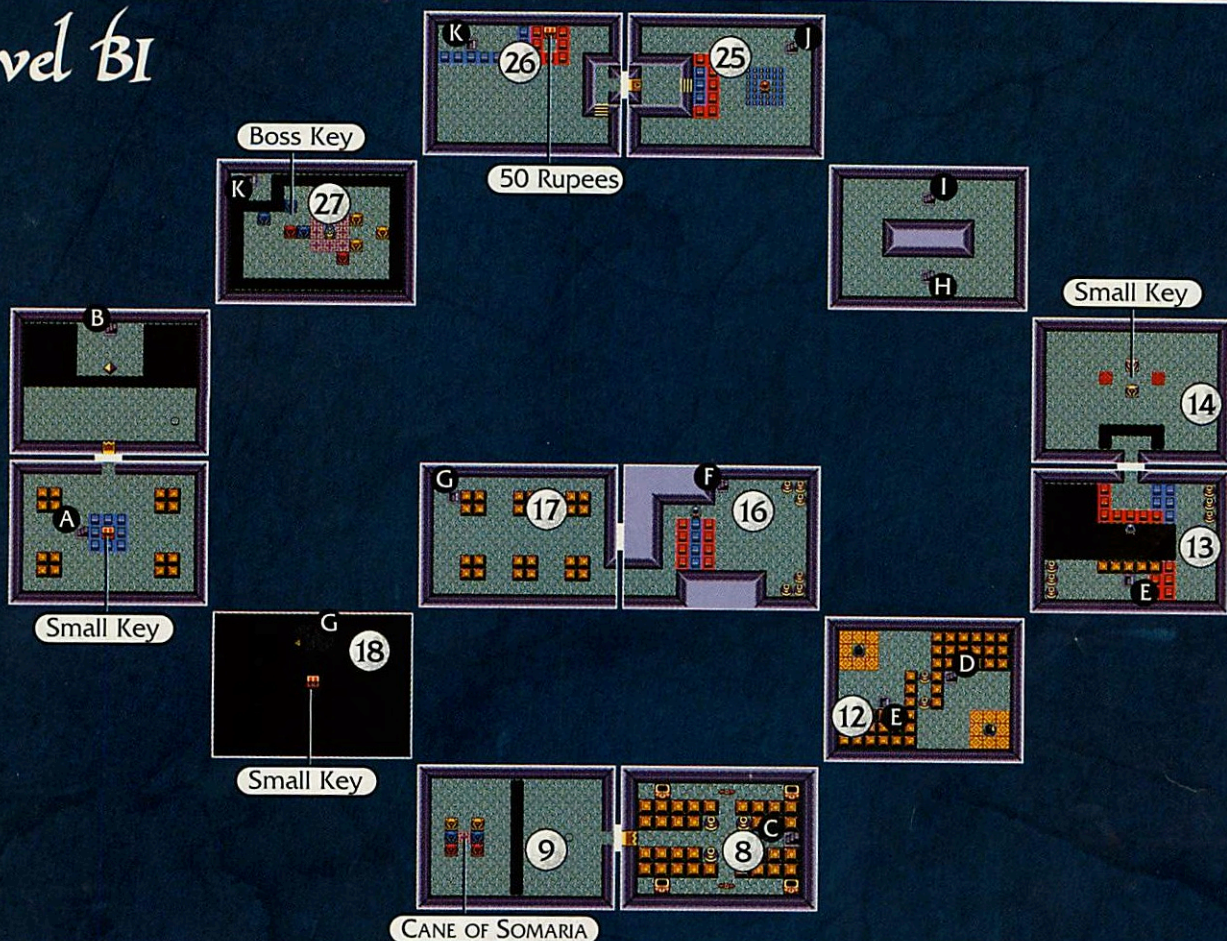


**5 6 7** Return to the room with Point 5, making sure once again that the globe is red before you head up the catwalk to the east. At Point 6, carefully dodge the indestructible Beamos enemy and grab the **Dungeon Map**. Then use one of your keys to get to the stairs at Point 7, and go down to the basement level.





# Level B1



- 8** Shoot Ember Seeds at the red sticks when they're at an angle to light the torches in all four corners of this room and unlock the door.



- 9** Step on the switch in the right side of this room to make six statues appear. Memorize the pattern they're in, and push the statues in the left side of the room to match it exactly. A chest with the **Cane of Somaria** will appear.



- 10** Back on the first floor, push the statues onto three of the switches, and use your Cane to make a block on the fourth one. The chest contains a **Small Key**.



- 11** The blue pegs should still be down, so head Northeast and hop down the staircase at Point 11. Avoid the pair of Beamos and cross to the other staircase.



- 12** You'll need to use your Cane and Feather to jump onto some of the high steps in this passage. Jumping off of a Somaria block is also an easy way to avoid the Spark.



- 13** Use your Seed Shooter to hit the globe from this angle and lower the red pegs. Make sure to put them back up again on your way out after Point 14, or you'll be trapped at Point 11.





- 14** You need to push both statues onto the red squares to make the **Small Key** appear. Trouble is, they only move as a pair. Use your Cane to place blocks in front of one while you push the other into formation.



- 15** **16** Head downstairs at Point 15. To cross the peg barrier here, stand on the red strip, hit the globe, drop on to the blue strip, and hit it again.



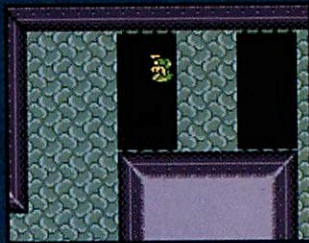
- 17** Fight this morning star-wielding knight with your sword and shield. Stab till he's about to strike, then block and repeat. To protect your shield, kill the Like Like first.



- 18** To figure out where the hidden walkway is, use your Cane to make a block and push it around the room. Where it falls, you know there's a pit. If you get really lucky and the Moblin is standing right next to the chest, you can Switch Hook to it, but otherwise this is the only way to get to the **Small Key**.



- 19** Use Pegasus Seeds and running jumps to clear these two large pits before the Miniboss.



- 20** Everyone loves dodge ball! To beat this mini-boss, just grab the ball with your Power Bracelet if he misses, or when it drops in a random location. Chuck it back at him to score hits. If he runs too far away (the coward!), just drop the ball for a few seconds to lure him closer.



- 21** Head north from the mini-boss's room and use your Cane to drop a block on the switch by the bridge. Grab the **Compass** on the other side and head downstairs. At this point, you should have three keys in your pocket... You'll need them all very soon.

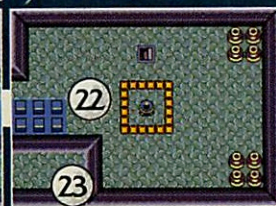
- 22** **23** **24** Shoot the globe so the blue pegs are down, and then loop around to the south. Fire a seed from the ledge at Point 23 to turn the globe blue. Then go to point 24, popping the key block there and the one



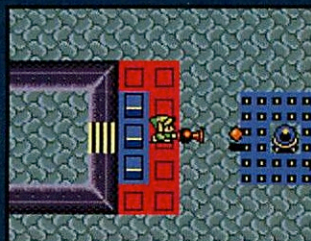
on the way. Hit the switch to raise the red pegs, then go up the stairs in the south part of that room, go west to the central room, and jump onto the red pegs. Head north and go downstairs.



*IF PART A*



- 25** **26** **27** Repeat the process from Point 16 to get past this double layer of pegs. Leave the red pegs down to get to the rupee chest at Point 26, and leave the blue pegs down to get to the stairs. Use your Cane to drop a block in the side-scrolling passage so you can get onto the ledge and over the Spark.



At point 27, push all the statues into a circle around the owl to get the **Boss Key**. The order doesn't matter, but when you push one, all the statues of that color move. So use your Cane like you did at point 14.

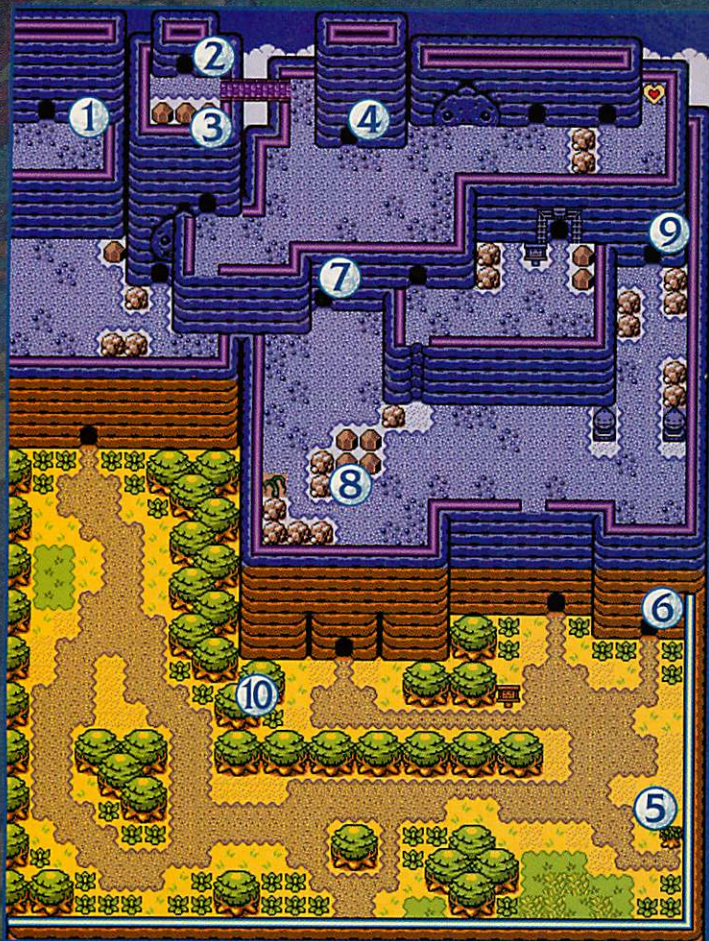


- BOSS** This nasty boss splits into little pieces that run around the blocks in the room, like Sparks. You need to make the boss re-form by getting the pieces to crash into each other. Use your Cane to make blocks for them to stick to (if you time it well, they can cross large distances by going to a new Cane block as the old one disappears), and hit them with rapid-fire sword strikes to keep them stuck in place until the other part catches up. When the boss reforms, keep going at it with your sword. After four forms, the boss will die.





# The Lonely Peak



## 4 TO THE FOOTHILLS

The tunnel here leads down to the foothills, where you'll find Maple waiting. Head to Point 6 afterward.



## 6 DANCE TILL YOU DROP

If you want to get past the Goron guarding the tunnel here, you'll have to master the art of Goron dance. Talk to the blue Goron, and choose your difficulty level (Bronze is easiest). There are only two different steps, corresponding to the A and B Buttons, but you have to match the timing, too. So memorize the Dancing Master's moves, then repeat them, with the same amount of space between each step. If you can replicate six out of eight series of steps, the Dancing Master will give you the **Brother Emblem**. You can now pass freely through this tunnel in both the Past and the Present. Come back and dance anytime to win valuable prizes.

## 1 A NEW TUNNEL

As you leave the dungeon, a Goron will appear and tell you about the new tunnel he's dug just east of the one you took to get here. It leads to this room, which exits out to the cliff below Point 3.



## 2 LINK PASSWORD #1

There are two passwords that will lead you to new items in this area. Take this one to the Big Goron in *Seasons* and you'll get the **Biggoron Sword**! If you didn't play *Seasons* yet, this room will be empty.



## 3 THE PAST WARP

The middle rock here conceals a **Time Portal**. Enter this cave in the Past, and give the Goron 30 Bombs and 20 Ember Seeds (you need to have raised your Bomb capacity, as explained on page 32, to do this). Return *much* later, and he'll give you your choice of two chests. (Both contain **Magical Rings**.)



## 5 THE MONEY GUY

Burn away this tree, and the old man inside will take 100 Rupees away for door repairs! But visit him in the Past, and you'll score a full 200 Rupees. So you should probably just skip the Present-day visit.



### Other Prizes:

#### BRONZE

6-7 correct 30 Rupees  
8 correct 100 Rupees

#### SILVER

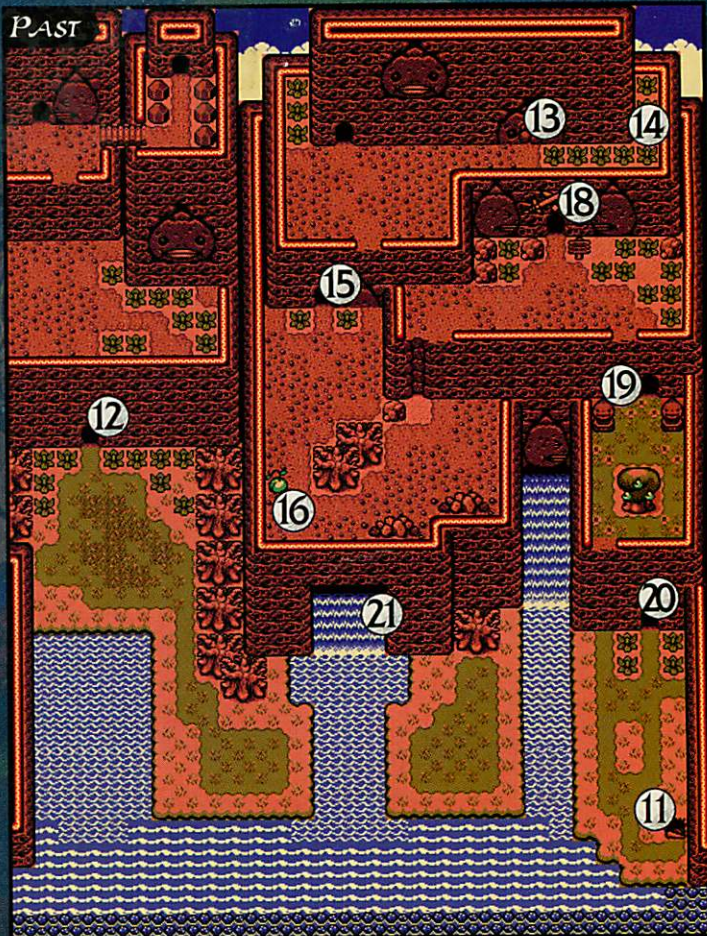
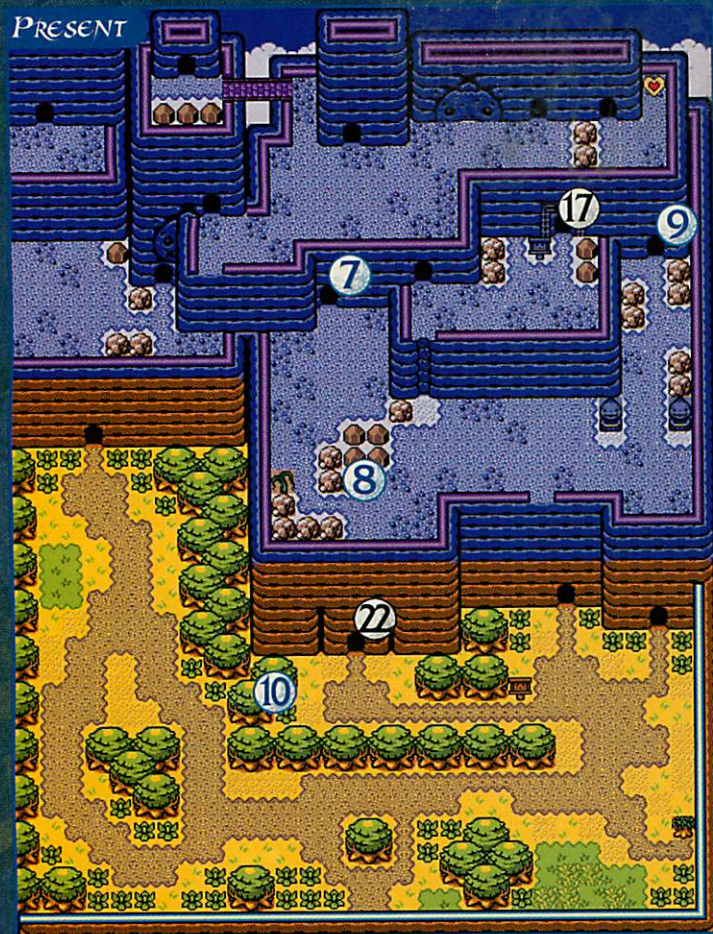
6-7 correct 50 Rupees  
8 correct Gasha Seed

#### GOLD

6-7 correct Gasha Seed  
8 correct Magical Ring







## 7 THE EAST TUNNEL

If you flash your **Brother Emblem** and head up the stairs, you'll find yourself in a long tunnel that contains a chest with 10 Bombs. A floor above that is the Bomb Dodging mini-game (now closed), and if you go one more level up and jump to the chest, you can snag a **Gasha Seed**. Take the exit on the middle level to get out to the clifftop with Point 7.



**8 GASHA SPOT** Lift the rocks at Point 8 to uncover a patch of soft earth. But watch out for the southernmost rock... It's one of those crab enemies. You can unshell it with your Switch Hook.



## 9 BOMBCHU PASSWORD

If you've cleared *Seasons*, you can get another password in this cave. Take it back to Holodrum and score yourself some **Bombchus**. If you haven't completed *Seasons* yet, this cave will be empty.



## 10 THE TIME PORTAL

Cut away this plant to reveal the warp to the Past.

## 11 THE MONEY GUY

There's a ton of cash to be found in the past version of Rolling Ridge. Don't forget to visit this guy for 200 Rupees.



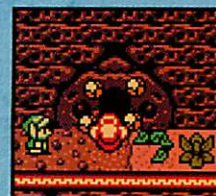
## 12 THE WEST TUNNEL

Take this route to the top of the ridge and you'll pass one chest with a **Gasha Seed** (use Bombs to get it) and one with 50 Rupees (use your Switch Hook). The tunnel ultimately leads to the opening west of Point 13.



## 13 THE BOMB SPOT

Drop a Bomb right between the eyes, and open up a small cave with a single chest. It contains 100 Rupees, bringing your total for this area to a silky-sweet 350 samoleons.



## 14 THE TIME PORTAL

Cut away the grass here and use your Tune of Currents. You'll end up right at the **Heart Piece** in the present.





## 15 THE EAST TUNNEL

From the Point 13-14 Ridge, dive down a level. The tunnel there leads to the same place it does in the Present... The Goron Dance Hall. For now, just use your Switch Hook to trade places with a plant and collect *another* 100 Rupees from the chest.



## 16 GARDENING TIME

To get this sprout to the indented wall, you'll need to use your Switch Hook. When that's done, warp to the Present and climb up to Point 17.



## 19 MYSTERY TREE

If you leap off this ledge, you'll find yourself at a small cliff top with a Mystery Tree (convenient as a warp portal), a Fairy Fountain, and, if you linked from *Seasons*, a Subrosian with a password to tell.



## THE ROLLING RIDGE MINI-GAMES

### 17 THE MINE CART SHOOTING GAME (PRESENT)

In this mini-game, you have to shoot crystals with your Seed Shooter while riding on a moving cart. The first time is easy, since the crystals don't move (just be ready to quickly shoot to the lower right as you near the south wall of the second screen). Victory nets you the **Rock Briscuit**, a key item.



On future attempts, the crystals start to move around, making the game more difficult. But keep playing: About one time in five, the prize will be the **Boomerang**! The other random prizes include 50 Rupees, 100 Rupees, and occasionally **Gasha Seeds**.



### 18 THE TARGET SHOOTING GAME (PAST)



After earning the Rock Briscuit, lift one of the rocks outside the game to reveal a warp. Play your Tune of Echoes and travel to the Past version of this game room, where they're running another Target Shooting game. It's much the same as the version in Lynna Village, but the new formation of the blocks allows for some nifty two-in-one diagonals, and the ball speed seems to vary a bit more. You only need 100 points to get the **Lava Juice**.

But if you keep playing, you can get 30 Rupees at 100-199, 20 bombs at 200-299, a **Gasha Seed** at 300-399, and the **Boomerang** at 400+ (but only if you don't already have it, of course).



## TRADING WITH THE GORON - PART 1

Take the Rock Briscuit to the sentry who is guarding the East Tunnel in the Present (the one that wouldn't let you pass without the **Brother Emblem**). He'll trade you a **Goron's Vase** for it. Take that to the same sentry in the Past, and he'll give you a flask of tasty **Goronade**.





## THE BOMB-DODGING MINI-GAME



If you continue to play, you can win a bunch of random prizes, including a **Gasha Seed** (about 1 chance in 8) and one of two different **Magical Rings** (about one chance in 16). The rest of the prizes are all Rupees.

Bring your Goronade to the mini-game spot in the East Tunnel (Present). The Goron will give you one free go at his bomb dodging mini-game, and offer up the **Old Mermaid Key** as a prize (subsequent plays will cost ten Rupees each). The concept here is simple: Run around and try not to get yourself all blown up. Gale Seeds will help, as will the Roc's Feather when you're in a pinch.



## THE GORON DANCE MINI-GAME PART 2



After scoring the Mermaid Key, go visit the Goron at Point 15. Talk to him until he agrees to trade the Lava Juice for the **Introduction Letter**. Take that to the Goron Dance Hall at Point 20, and talk to the Red Goron. Then get ready to dance, dance, dance.

*Ai-yi-ai-yi-ai / I'm your little butterfly...* Errr, no, wait! Wrong dancing game. This is the same tedious button-tapping Goron Dancing Game

you did in the Present, you just have to beat it at the harder "Silver" level this time, instead of the "Bronze." Some of the series of moves get pretty long, so be patient. Win, and you'll get the **Mermaid Key**. Master the harder levels and win a bunch more prizes, including two exclusive **Magical Rings** if you get a perfect score in the Past-exclusive "Platinum" mode (the two rings you can win in Gold are the same as the two you can win in the Present).



### Other Prizes:

#### SILVER

6-7 correct 50 Rupees  
8 correct Gasha Seed

#### GOLD

6-7 correct Gasha Seed  
8 correct Magical Ring

#### PLATINUM

6-7 correct Gasha Seed  
8 correct Magical Ring

## 21 22 THE MERMAID DUNGEONS

Yes, Link's worst fears are realized: Two Mermaid Keys means two Mermaid Dungeons. Or rather, the same dungeon,



but at two different points in time (so changes you make in the Past version will be reflected in the Present, but not vice versa).



The Past version is behind the waterfall at Point 21, and the Present one is in the cave at Point 22. We'll start in the Past,

## COMPLETE THE TRADING GAME

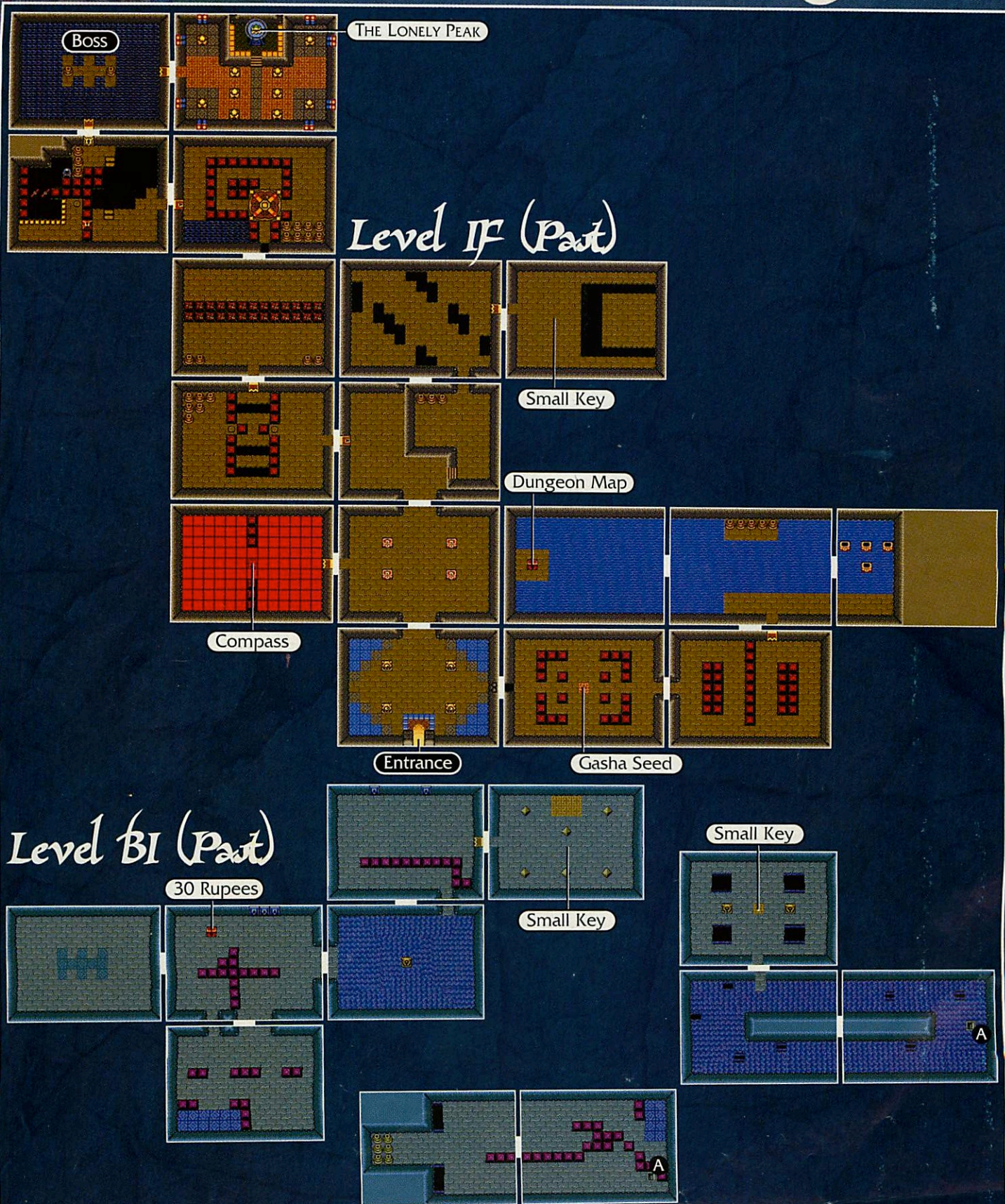


Now that you can easily warp back to the dungeon via the Mystery Tree, it's a good time to complete the Trading Game. Take Maple's Magic Oar to Rafton (in southern Lynna Village, in the past), and score yourself a hip **Sea Ukulele**. Still in the past, go to the Forest of Time area and head south. Use your Switch Hook to get over the pits, and visit the Zora musician further to the south. He'll give you the **Broken Sword**. Who can fix such a thing? Why Patch, of course! You'll have to go all the way around to his workshop south of Symmetry and do the whole mine cart + enemies ritual, with two waves of enemies this time. Afterward, you'll have the Level 2 **Noble Sword**, which does double damage and can fire beams when your lifebar is full.





# The Mermaid Dungeon





- 1 Drop a bomb at this cracked wall to open a path in both the Past and the Present.



- 2 Wizrobes assail you from all sides in this room. Use the terrain to your advantage: You can stab through blocks, but their shots can't go through them. Kill them all for a Gasha Seed.

- 3 To kill these evil candle creatures, light their wicks with Ember Seeds fired from your Seed Shooter, and prepare to run for your life. Horrifying, yet oddly entertaining.



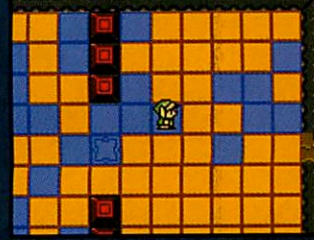
- 4 Swim across this large pool to get the **Dungeon Map**. The Sparks here can be easily avoided by just ducking your head underwater with the B-Button.



- 5 You need to light these four braziers in the right order, or they'll all go out. Start with the upper-left, then do a banked-shot off the wall to get the upper-middle one. Then the lower, and then finally the upper-right. When all four are lit, the rest of this room will be revealed, in both the Past and Present.



- 6 You've done this like a million times. Jump the panel, kill the Gels, get the **Compass**. Note that the Compass and Dungeon Map work in the Past version of this dungeon only.



- 7 On your way into Point 7, try offing the Sparks with your new Boomerang. Pretty nifty. Point 7 is full of enemies, including a bunch of the weird candle monsters. Kill them all to open the door.



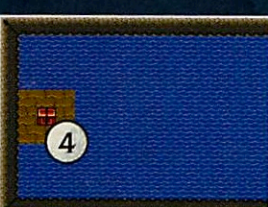
- 8 You can jump over the gap to kill the Skull Knights, but why go to all the trouble? Drop a Scent Seed and let the enemies kill themselves! You'll receive a **Small Key** to commemorate your devious plan.



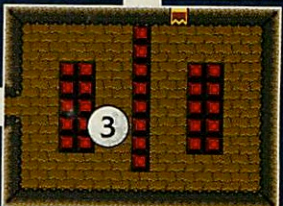
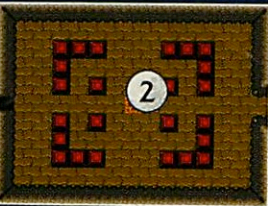
- 9 You need to hold down both switches to keep the door open in this room. Your Cane of Somaria can handle one of them, and you can push a pot from the arrangement in the corner to hold down the other one.



- 10 If you need Bombs, grab 'em from the pots in the corners. Blow a path through the strip of cracked blocks, and then set another Bomb in



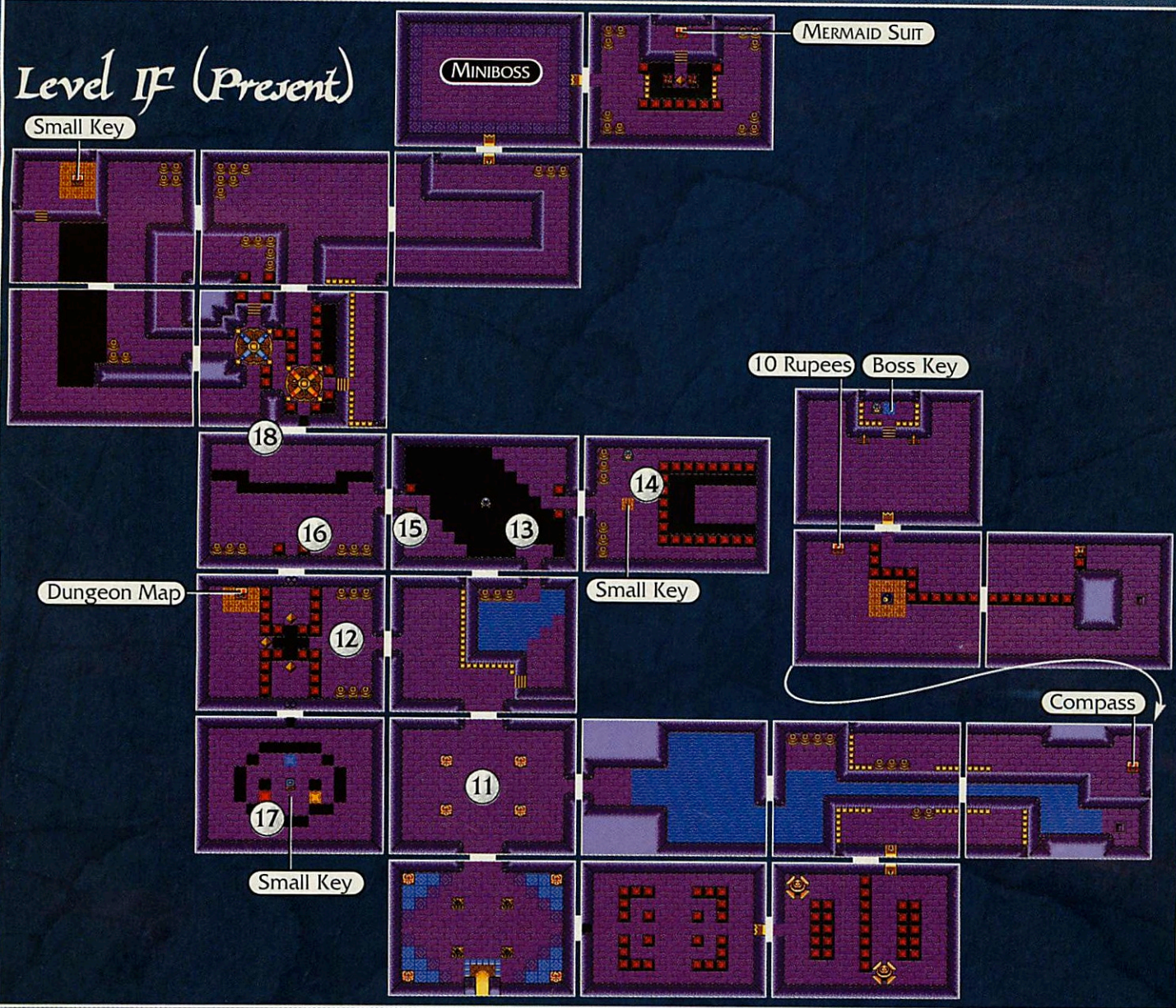
If-A (PAST)



the center of the north wall. That hole will remain in the Present, and that's all we came here to do. Head outside and take the warp.



# Level 1F (Present)



- 11** The braziers here shoot constant fireballs, and won't stop till all the enemies are killed. But why waste time? Ignore them and zip right through to the north.



- 12** You can get the Present version of the **Dungeon Map** if you take a brief detour into this room and Switch Hook to the west side of the room.



- 13** From near the entrance, use your Seed Shooter to hit the globe in the center of this room and shift the floor. Cross to the point shown here and fire again to gain access to the east doorway.



- 14** Once again, these enemies will happily kill themselves if given half a chance (and a Scent Seed). A **Small Key** is your reward.



- 15** To get to the east doorway, just reverse your steps by shooting from the spot shown at Point 13, and then again from here.



- 16** This room is full of annoying Wizrobes and Wallmasters. Kill the Wallmasters quickly, then drop a bomb between the blocks shown here.





**17** To get a **Small Key** out of this room, push the block onto the panels, with the same color on top, in Red-Yellow-Blue order.



**18** If you dropped a **Bomb** here in the Past, the passageway will still be there in the Present. If not, you'll need to go back and do so.



**19 20** Arrgggh! There's nothing more confusing than double revolving doors. To get to the **Small Key** at point 20 and the mini-



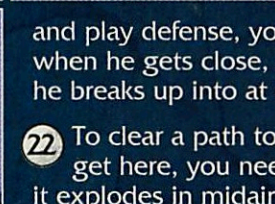
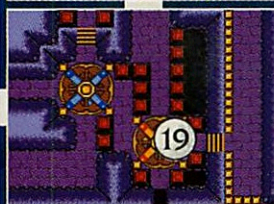
boss at Point 21, you'll need to use all of the various loop-around points here. You can drop off the wall with the pots, Switch Hook over to the pots, Switch Hook around in the area west of the doors, etc. It will take a lot of trial and error, but you can never get stuck if you utilize all the ways to get at the doors from different sides.



## If -A (PRESENT)



**21** This mini-boss is a big trash talker, but can be easily beaten if you have quick reflexes. All of his projectiles can be dissipated with a swipe of your sword, so if you stay towards the center and play defense, you'll be pretty safe. Hit him when he gets close, and jump and slash the two bats he breaks up into at the end of the fight.



**22** To clear a path to the Switch Hook target here, you need to throw a **Bomb** so it explodes in midair right next to the cracked block. The timing is tough (you have to do it right before the Bomb flashes), but the pots here are full of Bombs, so you'll have plenty of chances. The chest contains the **Mermaid Suit**.



**23** Head east from the entrance to get to this segment of the dungeon. In the first room, light (ie, kill) all the candles to open the door.



**24** The easiest way to avoid these traps is simply to follow them. You can't outrace them, but you're safe in their wake.



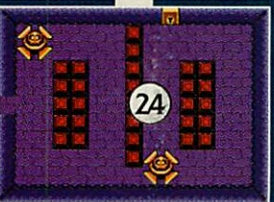
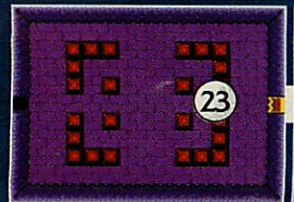
**25** Hookshot to the pots in the room west of Point 25, and snag the **Compass** in this chest. Then go downstairs, and carefully jump through a side-scrolling area.



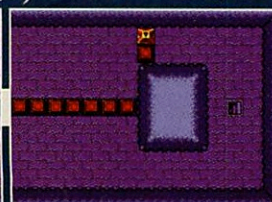
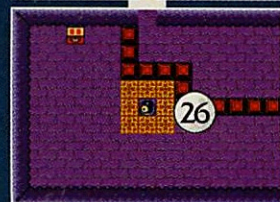
**26 27** Forget the chest in Room 26. It contains 10 Rupees and you'll have to contend with Wizrobes, Gibdos, and a Beamos to get it. Instead, go straight to Room 27 and try your luck. One pull-switch, at random, will make the chest with the **Boss Key** appear. The other will make snakes drop. Keep trying till you get it, then take the **Boss Key** and **Mermaid Suit** back to the Past.



## If -C (PRESENT)

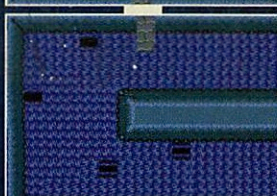


## If -B (PRESENT)





- 28 [not marked on map] With your Mermaid Suit, you can dive into deep water. As you leave the Present dungeon, press the B Button to dive into the pool shown here. It leads to a chest with a **Magical Ring**.

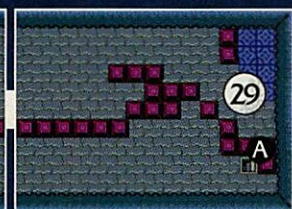


- 29 Return to the room where you lit the four torches (Point 5) and dive into the deep pool by the owl statue. Swim around to the staircase, carefully avoiding the Tentacool-



esque jellyfish while they're electrified. Kill them with your Sword or Switch Hook (either can be assigned to the A Button) when it's

## BI-D (PAST)



- 30 Don't let the currents suck you into the pits in the second part of this area. Tap the Control Pad quickly to avoid their pull. At Point 30, kill the Snakes to make the **Small Key** appear.



## IF-E (PAST)



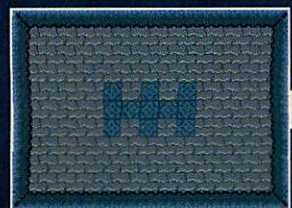
- 31 Manipulating this revolving door isn't so tough... Just keep looping around until it takes you where you want to go. Smash the pots for lots of Hearts and Fairies, then dive into the deep blue sea. Or puddle, rather.



- 32 This chest contains 30 Rupees, not a bad haul. After you pick it up, skim along the blocks and swim as fast as you can to avoid the spear traps.



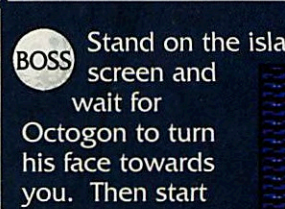
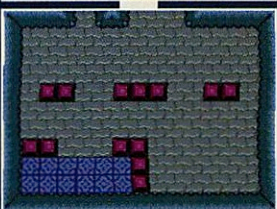
- 33 After the chest with the Rupees, swim wide around the fire-shooting statue in the room to the west, and stay low in the room above that to avoid more spears. At Point 33, use your Switch Hook to put all of the diamond blocks onto the gold panels and get the **Small Key**.



- 34 Pop the key block with your last Small Key, then drop a Cane of Somaria block onto the switch to rotate the red sticks as shown. Fire a well-aimed shot so it goes between the sticks and hits the globe.



## BI-F (PAST)



- BOSS** Stand on the island in the middle of the screen and wait for Octogon to turn his face towards you. Then start swinging your

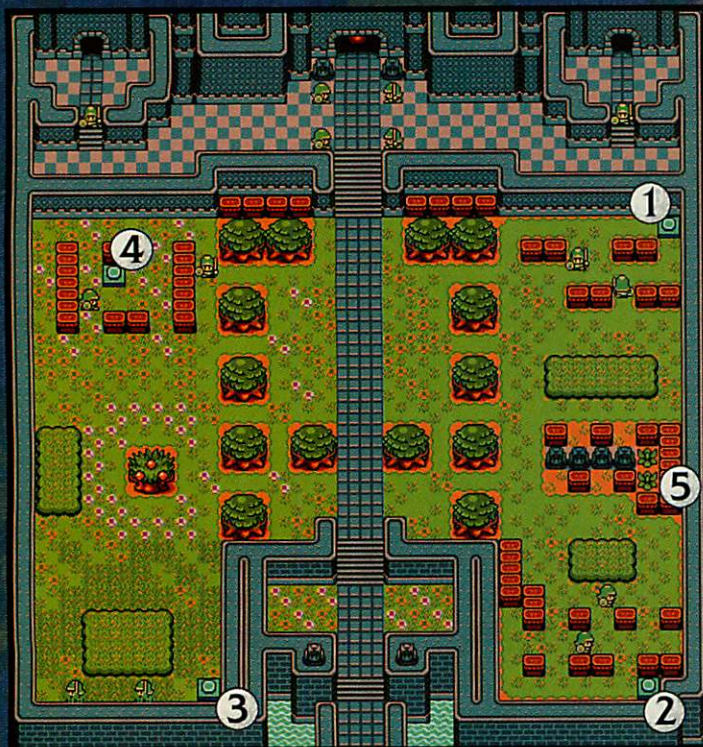
sword, which will also deflect his projectiles. When his back is turned, the only way to hit him is by using your Seed Shooter to ricochet shots off walls.

When he dives, leaving only his blowhole visible, Link should dive too. Stay as far away as possible and use your Seed Shooter as your main weapon when underwater... It's too dangerous to get within sword range.

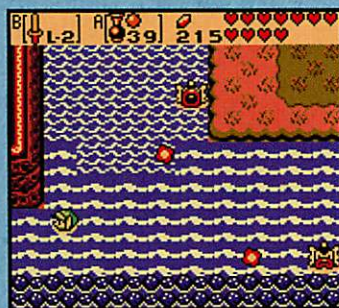




# The Rolling Sea



## INFILTRATE THE CASTLE



Point 5. To open it, you'll need to hit all of the switches at Points 1-4. If a guard spots you, you'll be tossed back out, so only move while their backs are turned or there's a block between you.

When all four statues have moved, cut aside the plants and head downstairs. Dive into the pool and carefully swim around the whirlpools. At the west end there will be an off-colored patch of earth where you can float to the surface.

Push away the blocks to get out into the castle. This is a small area: only two floors. If you head east and then north you'll find a Magical Ring. If you head west, you'll find the staircase to level 2, and a Fairy Fountain north of that.

If the guards here spot you, they'll attack. You can kill them (stabbing through blocks is the easiest way) but it's best just to run. They have short memories and will forget you ever existed when you cross to another screen.

On the second floor, head east through two well-guarded rooms to get to Nayru's room.

After grabbing the Essence in the Mermaid Dungeon, take the river back to Lynna Village, where Ambi has left Nayru alone in the castle.

The secret passage Ralph spoke about is at



## BATTLE VERAN FOR NAYRU



You can't risk hurting Nayru, so how to hurt Veran? A Mystery Seed should do it: Smack Nayru with one of these and she'll fall for a moment. Quickly hit her with

your Switch Hook to pull Veran away, then start slashing. After repeating this three or four times (with the Noble Sword), Nayru will be free!

Afterwards, she'll teach Link the **Tune of Ages**, the final harp tune that can warp you from Past to Present or vice versa from anywhere in the game!





# LINK'S SEAFARING ADVENTURES

Storms that fills the entire south part of the map. And since you can dive underwater with your Mermaid Suit, you have twice as much terrain to cover.

## PRESENT



## ① THE ISLAND MAZE

Beneath the island of the Tokay is an intricate labyrinth. The room at the end contains a chest with a Heart Piece.



## PRESENT - UNDERWATER



## ② THE ZORA GUARD

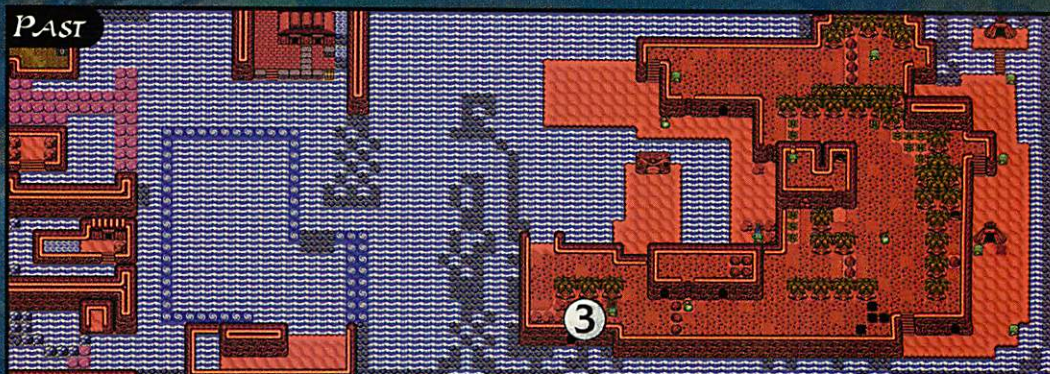
If you're using a password from *Seasons*, you'll find a Zora guard at this spot. He'll get out of the way after the next dungeon. But if you're not playing a linked game, you'll never get in to this area.

## ③ THE IRON SHIELD

In the past, swim around to Point 3 underwater and rise to the surface. You'll be right in front of a cave that contains a Tokay and an interesting bit of jetsam -- the level 2 Iron Shield.



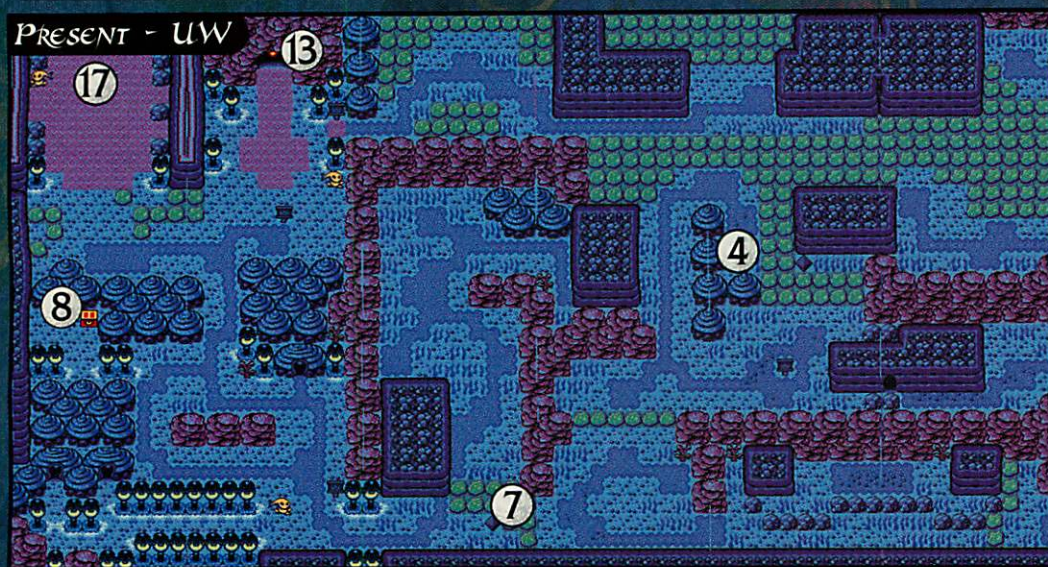
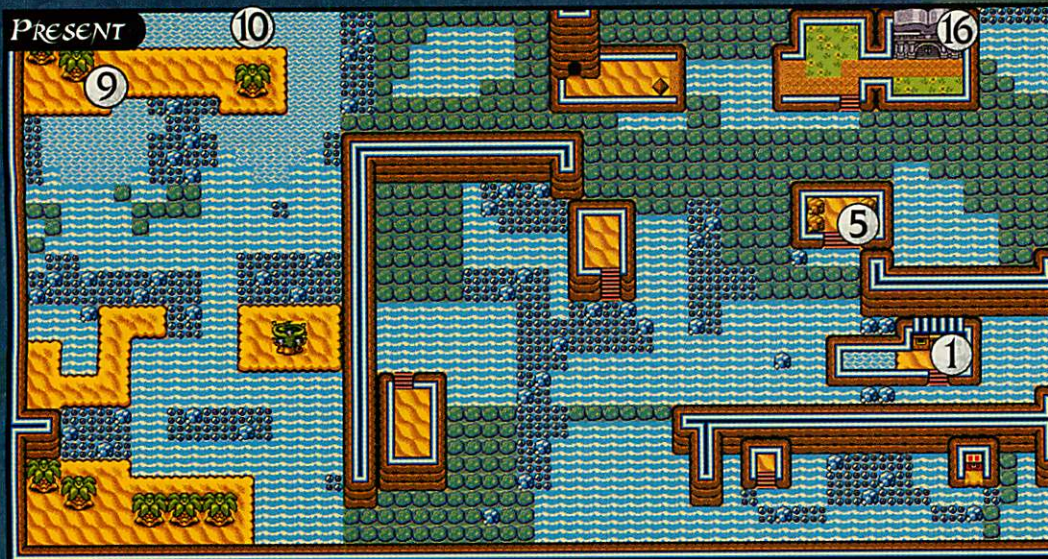
## PAST



## PAST - UNDERWATER







## FUN IN ZORA VILLAGE

### 8 AN EASY GASHA SEED

Rise to the surface, cross the sandbar, and dive back in to grab this one.

### 9 LINK PASSWORD

If you've played from *Seasons*, you'll run into a visitor from the Sunken City with a password that leads to an exclusive **Magical Ring**. You can't do anything in the nearby cave now.



### 10 RING CHEST

Swim north from this point to get at that chest in the Fairies' Woods. It contains a **Magical Ring**.



### 11 THE GASHA SPOT

Plant your new seed in this plot of earth in the southwest corner (Past).

### 12 13 VISIT THE ZORA KING

The Zora King in the Past is very sick, and you'll need a Potion, like the kind Syrup sells in the Graveyard, to save him. Giving him one won't earn you much more than his gratitude, but it will sustain his bloodline... Visit the Palace in the Present, grab 200 rupees out of the chest (consider it a Potion reimbursement), and then accept the new King's quest and the Library Key.



## THE WAY TO ZORA VILLAGE



Okay... This gets tricky: Swim to Point 1 in the

Present, and warp to the Past. You'll end up in the past, at Point 2. Swim to Point 3, and play it again.



You'll end up in the Present, where you need to dive the sea floor and swim to Point 4. Switch Hook to the diamond, then rise to the surface and pluck your tune at Point 5. In the past, swim to Point 6, play it again, dive again, and Switch Hook across the gap. Phew! You're done.





## 14 THE OCTOFAIRY?

Swim to the Library in the Present (under-water), and rise to the surface. Warp to the Past, and Switch Hook across to visit the cruelly enchanted fairy at Point 14 (this isn't required, just amusing).



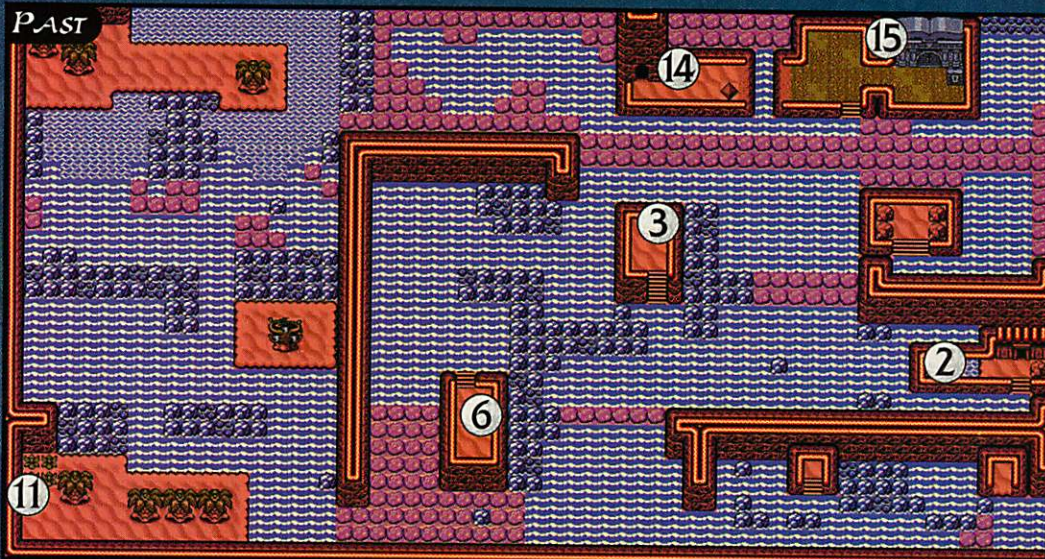
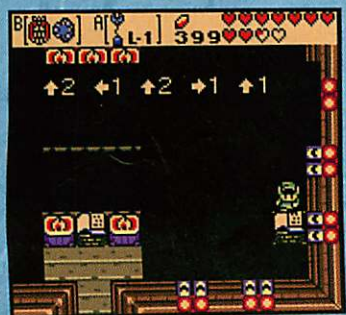
## 15 16 THE LIBRARY



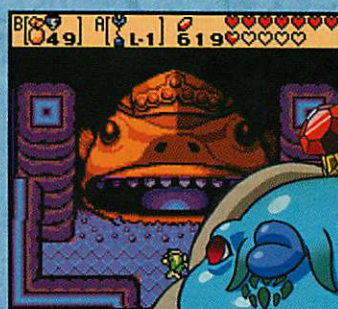
Unlock the Library in the Past,

and warp to the Present (fortunately, no one re-locks the door in the several century interim). In the Past, talk to the green-cloaked man in the back and get the **Book of Seals**. Then warp to the Present, and set that book on the shrine in the back. Follow its instructions by walking exactly that many steps in the darkness. Each book's instructions will lead to another book, and the last one will lead to the **Fairy Powder**. The steps are, in order:

4 Right, 2 Up, 2 Right,  
2 Up, 1 Left, 2 Up,  
1 Right, 1 Up, 2 Left,  
1 Up, 3 Left, 1 Down,  
3 Left, 1 Up, 3 Left,  
1 Down, 1 Right, 2 Down,  
2 Left, 3 Down, 1 Right,  
1 Down, 2 Right, 1 Up,  
1 Right, 1 Up, 2 Right.



## INTO JABU-JABU'S BELLY



Use the Fairy Powder to cure the OctoFairy, and

she'll remove all the poison from the ocean. Not only does this make it easier to get around, but it fulfills your obligation to the Zora King. Talk to him (in the Present) and he'll give you permission to enter Jabu-Jabu's Belly, at Point 17.





# Jabu-Jabu's Belly



## Level 1F

1 As you enter this dungeon, you'll find this floor entirely filled with water, quite unlike the way it is in the map shown above. Draining it will be a top priority. But first, kill all the enemies in this room to get the **Compass**.



2 In this room, use your Switch Hook to place a diamond in front of each statue. Don't worry about the black pits: You can swim right over them. Solve this puzzle, as shown below, and the first **Small Key** will drop.



3 The yellow floor denotes an area where you can swim up to a higher level. So press the B Button while here and you'll end up in the pool marked "A" on the second floor. Use your ring to off the Sparks and go west.

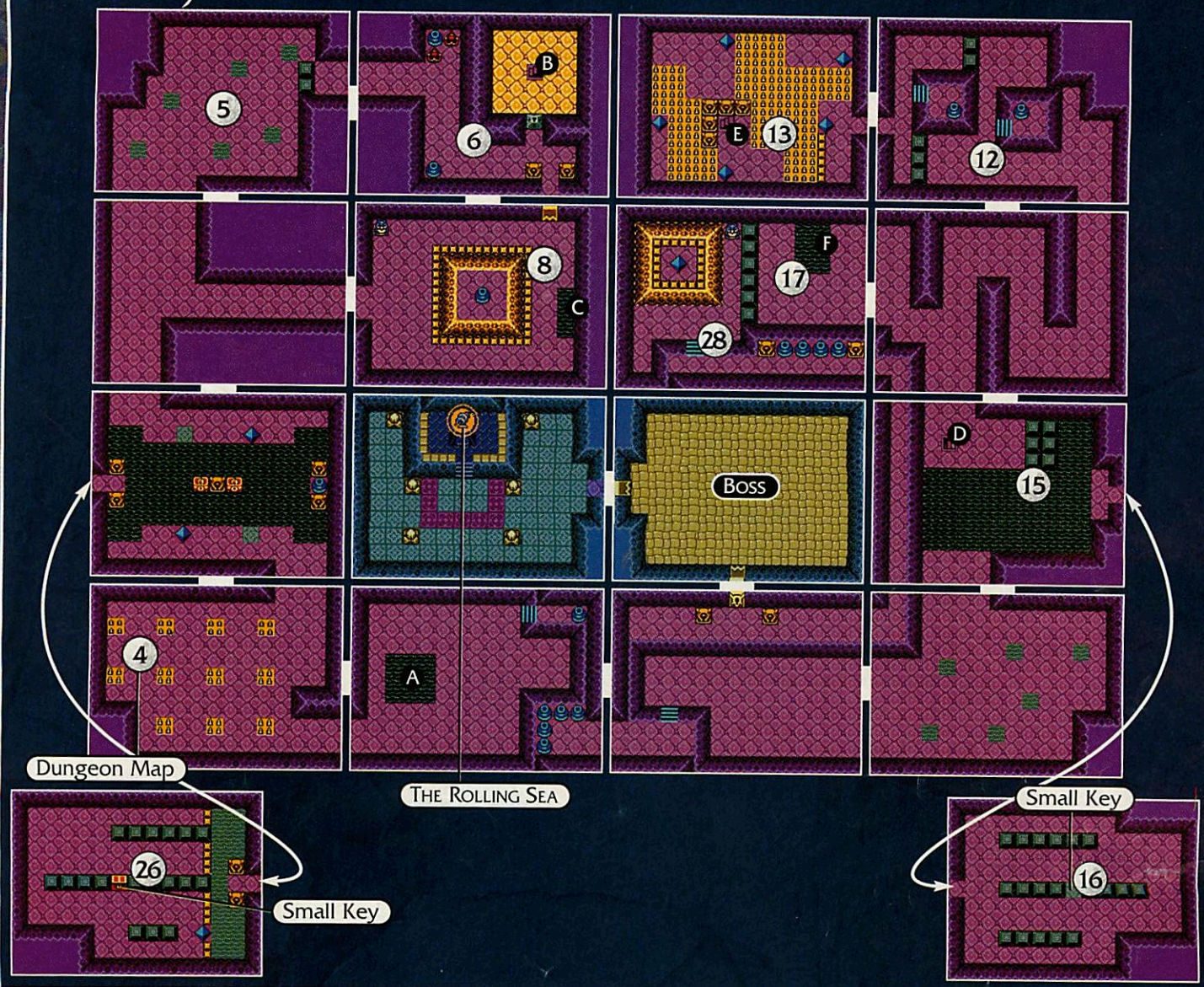


4 Grab the **Dungeon Map**, then head north. In the next room, swim along either side to dodge the fireballs. Keep heading north in the next room, but note that you can use your Switch Hook to unmask the enemies here.





# Level 2F



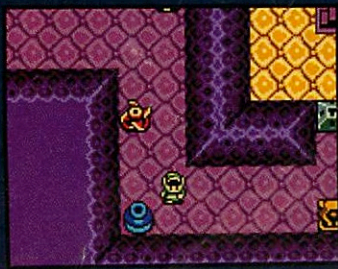
**5** Pincers lurk in the ponds here. The best way to deal with them is to stun them with your Boomerang before you go for the kill. Then push the blocks aside to get at Point 6.



**6** Outrunning the spinning traps here is easy, even without the Pegasus Seeds. Just dash straight to the key block, pop it, and head upstairs into level 3. There's only one way to go here, which leads to Point 7 (shown on the map on page 59).

**7** The switches in this room raise and lower the water level in the dungeon. Right now it's at level 2 (so the pools in this level are full, and all of level 1 is underwater). Hit the red switch and the water level will drop to level 1. Go downstairs to see what happened.

**8** Note that on the map above, there are large gold-walled platforms shown in this room and the room directly east of here. The platforms rise and fall with the water level, so they're at level 1, as we'll see when we jump into the pit marked "C" to return to the first floor. Kill the Spark here with your Boomerang for a free Fairy.





- 9 The gold pedestal is on this floor now, and you can use the pot in its center to Switch Hook onto it. From there, Switch Hook to a pot near the chest with a **Magical Ring**. Then hop down and head south.



- 10 Now that the water is gone, you can push aside the bottom block and get at the **Small Key** contained inside this chest.



- 11 You can use your Switch Hook here, but it's easier to use your Cane of Somaria to drop a block on the switch to open the door. We're done here, so swim around to the D staircase.



- 12 Get up on the pedestal and Switch Hook across to get to the other side of this room. Bonus: Two more of the Sparks that turn into Fairies when 'rang'ed.



- 13 14 You'll need to Switch Hook across this sea of spikes to get to staircase E. Back on the third floor, head north then west to get to the switch at Point 14 that raises the water level back to the second floor.



- 15 Go back down the D stairs, and cross this now filled pit to Point 16.



- 16 Kill both snakes here for a **Small Key**. Head northwest to Point 17.



- 17 Dive into the small pool here. With the gold pedestal gone, you can now swim around to the chest (with a **Gasha Seed**) and staircase G.



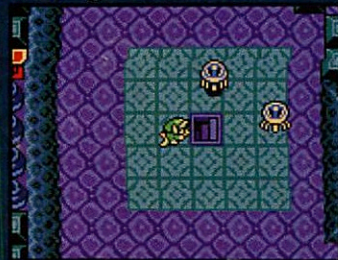
- 18 After a brief side-scrolling bit, face this dungeon's easy mini-boss. When it's puffed up, shoot it with your Seed Shooter to bring it down, then stab its glowing bit repeatedly to inflict damage.



- 19 After killing the mini-boss, go upstairs and pop the key block. Grab the nifty **Level 2 Switch Hook**, and use that to get back out to the main area of the first floor.



- 20 At Point 11, stand on the switch and use your Switch Hook on the diamond. With the pedestal gone at Point 20, you can enter the staircase beneath it and go to Point 21.



- 21 Use your newly expanded Switch Hook to get across the gap in the side scrolling area, then kill all the enemies at Point 21 for a **Small Key**. Hit the B Button on the yellow tiles in the room to the



- south, and resurface in level 2. Now you have to lower the water level again, so repeat Points 5-8 to hit the red switch and return to the re-drained level 1.



- 22 Use your Switch Hook to pull the diamond out of its island, and Switch Hook out with the pot. Get the Diamond on one of the buttons, and use the Cane on the other to get a **Small Key**.



- 23 24 Take staircase D to level 2, and E to level 3. To raise the water two levels, you need to hit the Switch at Point 14, and then Switch Hook across the chasm, loop around the north part of level 3, and hit the switch at Point 24.



- 25 Switch Hook past Point 23 and continue south. The platforms have risen to the third level, so at Point 25, you can Switch Hook across to the diamond on the platform and then to the one by the chest. Inside you'll find a **Small Key**.





# Level 3F



**26** Take staircase E to the now submerged second floor and swim all the way around to Point 26. Finally, you can easily get in and grab the last **Small Key**. Then retrace your steps and return to the Third Floor.



**27** With 3 Keys in your pocket, you're ready to run the gauntlet in the north part of the third floor. Open all three doors, pausing to grab a **Gasha Seed** in between, and snag that **Boss Key**.



**28** Take staircase E again, and loop south to Point 17. Dive into the pool, swim around to where the gold platform used to be, and press the B Button there to surface just north of Point 28. Swim up onto the railing there, fill up on Fairies from the pots, and swim around to the boss door.



**BOSS** This boss is really easy to beat if you know how. The only thing that hurts him is his own bullets, and only when he's the opposite color. Sounds tricky? It's not. Just stay to the left or right of him (far enough away that you'll be safe if he charges), wait for him to fire, and then nail him with your Switch Hook. You'll switch places, he'll change colors, and the bullet he aimed at you will hit him instead. Ha!





# The Falling Star

## PRESENT - UNDERWATER



## PAST - UNDERWATER



## THE ZORA SCALE



As you leave Jabu-Jabu's Belly, you'll run into a Zora

who will give you the **Zora Scale**. This is the proof you need to get by the Zora guards and into the Sea of Storms. If you're playing *Ages* as your first game, you'll find a Zora guard at Point 1, in the Past. If you've linked from *Seasons*, the guard will be in the Present, at Point 2 (you can then warp to the Past).



Rise to the surface (again, in the Past if you've started with

*Ages*, in the Present if you've linked), and swim to the circling pirate ship. Talk to the captain, and trade him your Zora Scale for the **Tokay Eyeball**. The ship will then set sail for Holodrum, in *Seasons*.



## A BIG BUNCH OF MAGICAL RINGS

### ③④ THE SEA BOTTOM CAVES



Dive to the bottom to nab **Magical Rings** in these small caves (Point 3 can be reached only if you've linked from *Seasons*)

### ⑥ THE CRESCENT ISLAND CAVE



Remember this cave? You can now Switch Hook across to the pots by the chest, which contain yet another **Magical Ring**.

### ⑤ ANOTHER MAGICAL RING



Now that you've upgarded your Switch Hook, you can pull yourself over to this diamond and swim up to a **Magical Ring**.

### ⑦ THE MAYOR'S TREASURE



[Not shown on map] Warp to Lynna City (in the Present) and use your new Hook to nab a - you guessed it - **Magical Ring** from the mayor.



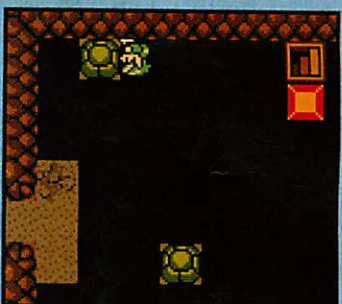
# THE THREE TESTS OF THE HERO

What to do with the Pirate's Tokay Eyeball? After you safely return from the Sea of Storms, take the eyeball to the statue on Crescent Island (in the Past) and insert it into the socket. A cave will appear, with three challenges. Pass them all to open a route to the game's final area.

**THE TEST OF STRENGTH:** Use your Boomerang to stun the Gibdos before you stab them to death with your blade. If you don't have the Boomerang, you might want to use Ember Seeds.

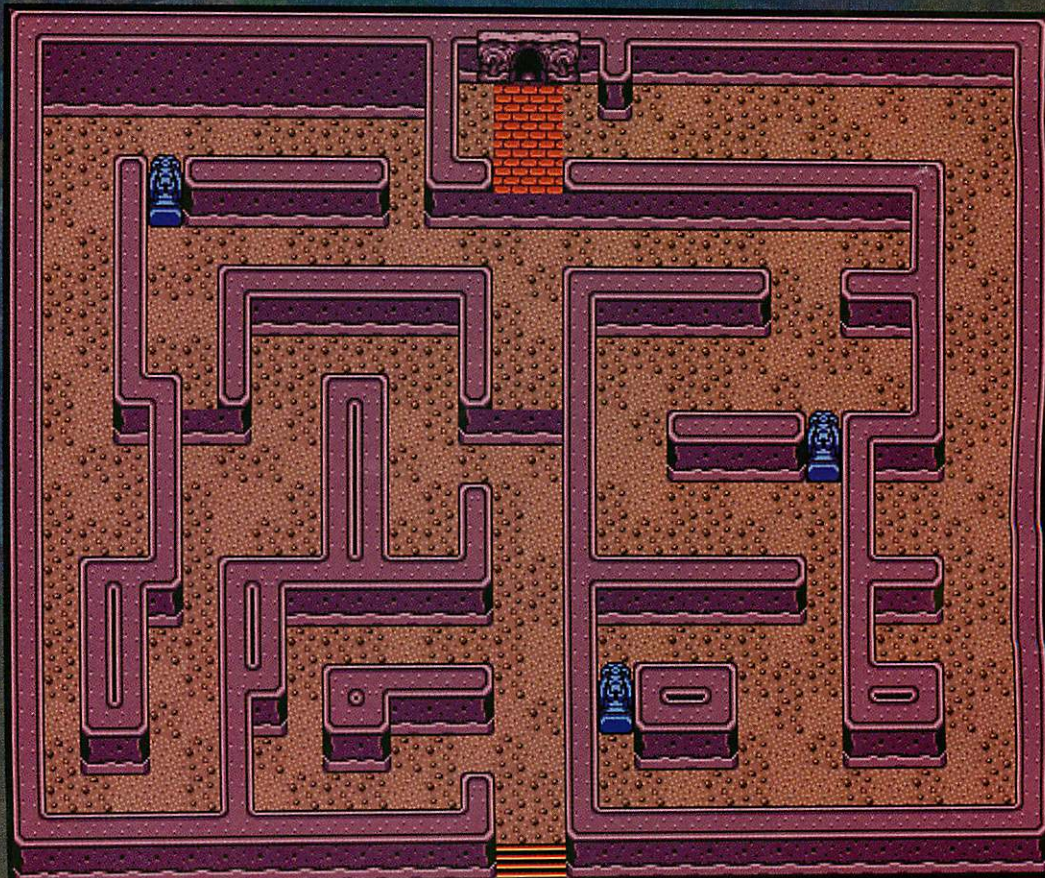
**THE TEST OF COURAGE:** You can outrun the traps easily with a Pegasus Seed. The final trap won't go all the way down, so you can hide behind the pot while you gun down the enemies with Gale Seeds.

**THE TEST OF WISDOM:** This is another one of those puzzles where you have to push around a Cane of Somaria block to figure out where the invisible paths are. But the route can be easy: Just go up and over towards the exit, jumping over the spot shown.



The cave lets you out at the spot shown above. Push the errant statue into line with the other two, and the path to the final area will open.

You have to take the long way, so be careful. The Centaur enemies can be grueling, so use your Boomerang to stun them.





# The Ancient Tomb

1 After you light the braziers and kill the ghosts, turn your attention to finding the hidden Bomb spot. It's in the northwest corner, behind the statue, which can easily be pushed aside.



2 Your first priority here is to kill the trio of Wallmasters that will attack as soon as you enter. When they're gone, it's safe to bomb a path to the **Small Key** in the chest, and the locked door in the south.



3 Fire an Ember Seed into the brazier in the northeast corner. Use your Switch Hook to pull



the diamond onto one switch, use your Cane on another, and stand on the third to reveal the stairs.

## Level 1F

Small Key



Entrance

4 5 From staircase A, you have little choice but to head northwest to Point 4. Push the block there to make staircase B appear, which leads to the **Dungeon Map**. Continue north to grab the **Small Key** at Point 5.



6 Use that key to pop the key block near staircase A. take the revolving door down, go up the ledge, past Point 8, over the red panels, and up the stairs to the west. Drop a bomb at Point 6.



7 You can dash past the first two sliders with a Pegasus Seed, but you'll need to lure out the next two. Grab the **Small Key**, then carefully work your way past the red slider on your way back.



8 Before you take the revolving door, continue along the catwalk to the globe. Turn it red, then go to Point 8 and get the **Compass**. With the blue pegs down, you can now go to Point 9.



9 This is kind of unusual... The **Small Key** in this room is actually contained within the corpse of one of the Stalfos. And Link knows exactly how to extract it.



10 Climb up and hit the switch here to make a second staircase appear. Now you have a built in loop for manipulating the revolving door. Use it to head east.



11 You'll be forced to go to the west when you first come at this revolving door from the north. No prob: Just go to the other revolving door, and loop back around and take it from the north again. Now it will head east, to Point 12.



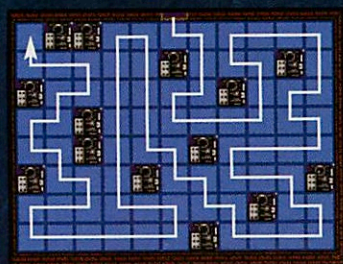


# Level BI



**12** This dungeon is kind of a retrospective of all the dungeon puzzles up to this point. But this walk-in-a-line-that-hits-all-points puzzle is way harder than its predecessors. Use our sample solution below if you get stuck.

The Power Glove, this area's major item, can be found here. Use it to lift those large blue statues like the one at Point 13.



**13** If you feel it's worth the trip, you can head back here and toss the blue statue aside to get at a Gasha Seed.



**15** [See map, next page] More Sparks here: Turn them into Fairies with your boomerang to prepare for the boss ahead.



**14** Use your final key in the room north of Point 11, and head to Point 14. To get to staircase C, you need to turn the globe blue, stand on the red pegs, and then turn it red. Link can then walk across the pegs to the northwest, jump the small gap, and head out to the northwest exit. The staircase is three rooms to the west.



**16** The only way to beat this mini-boss is to reflect his shots back at him. This is easiest if you're directly above or below him, but don't get too close... If the shot is cracker-jack shaped instead of round, you need to run out of the way before it bursts. The round shot will turn him into a bat, which is when he's vulnerable to sword hits. Do let him hit you with it at least once, so you can see Link's monkey form.







**17 18** After best-

ing the Miniboss, head south and then two rooms to the west. There are

lots of enemies here, but you don't need to kill any of them. Switch Hook over the barrier, and go northwest to Point 18, where you'll need to use your Hook again.

**20 21** Drop off the platform south of the first Slate, and head southeast to the room with all the braziers. West of there, in Point 20, you'll encounter some of those weird orange enemies that mirror Link's movements.

At Point 21, use your key to pop the key block. You could use your Glove to pull the lever, drain the lava, and quickly dash across, but oddly, that accomplishes absolutely nothing. Head west and save that for Point 22.

**19** As always, a Pegasus Seed is handy for outracing sliders. They always travel in perfectly straight lines, so you can dodge them by ducking into the alcoves between blocks. The chest here contains a **Small Key**. The one in the next room contains the first **Slate**.

**22** Okay, do the lava switch thing here, and run east to get the second **Slate**. Then go up the stairs and hang a right to end up at Point 23.





- 23 24 25** One of the large blue statues in this room conceals a staircase to level B3. Lift it up and head downstairs.

Do some old fashioned block-pushin' and Switch Hookin' to nab the **Boss Key**. Then cross to stairway E, which leads to Point 25. Push the block onto the panel, blue side-up to open the gate (this doesn't require any tricky maneuvering). Then return to Point 23 and prepare for a minecart ride.



- 26 27** The cart at Point 26 leads you to another of the spinning tile rooms. Stand there and hack away until they're all destroyed. Then grab the **Gasha Seed** and go south.



- 28** There's nothing in this room you can't outrun if you use a Pegasus Seed and don't make any false moves. The tricky part is getting back out after you hit the switch; give the sliders time to disperse.



- 29** In this room, you have to fight a morning star knight on slippery ice. Get in close and be aggressive, but block with your shield when he swings. Get the third **Slate** north of here, then take the minecarts back.



- 30** More slippery ice: Stay in a corner and shoot the candles with Ember Seeds. They can't control their movement well, so you should be safe if you hold still. Take the **F** staircase.



- 31** There are some difficult currents to navigate on your way to the final **Slate**. You can go straight down the middle until this point, where you'll have to make a tight turn directly in between the two pits.



## Level B3

### THE FALLING STAR



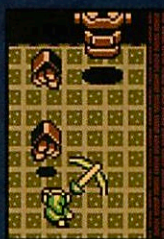
- 32** The stairs at the end of the swimming part lead to a side-scrolling area. Head right to get to the final **Slate**, and left to get to the **H** staircase, northeast of Point 32. Hit the switch to make a permanent ladder (not that you'll be coming back) and drop all your **Slates** into the slots around the altar.



- 33** The weird puzzle before the boss door is actually a hint how to beat him. Use your **Sword** to break the crystal, a **Bomb** to break the block, your **Seed Shooter** to light the brazier, and your **Power Glove** to lift the statue. You'll use the same items in the same order to beat the boss's four forms.



- BOSS** To beat the first form, use your sword to knock his fists back into him, as in the Target Shooting Game. Stand near a wall (as shown in the photo) and wait for him to cruise by and fire his fists. Hit them straight up to nail him on the way back.



To beat the second form, drop a **Bomb** right between his hands when they're open. When he closes them, it will blow, doing damage. You can get more **Bombs** from the plants in the corners if necessary.



The easiest way to beat the third form is to shoot seeds off the wall so they ricochet and hit him in the back of the head.



On the fourth form, wait for him to shoot one hand at you, then quickly grab the other hand with your **Power Glove** and pull it back. After about 2 1/2 tugs, release it, and it will smack the boss on its way back.





# The Black Tower

## GET THE MAKU SEED



to settle things with Veran. Warp back in time and prepare to meet a few old friends on your way to the tower.

Warp to town and tell the Maku Tree of your triumph. Now that you have all eight essences, she'll give you the Maku Seed and send you to the Black Tower (in the Past).



## FINAL PREPARATIONS



want to challenge the Cave of Heroes (across from the entrance to Maku Road), which features 14 difficult puzzles, and an exclusive **Magical Ring** at the end.

Before you go, you may want to warp to the cave in the northwest corner of Zora Town (on the surface) in the Present. You can now use your Power Glove to reveal a **Magical Ring** under a statue.

If you're playing a linked game, you may



## INFILTRATE THE BLACK TOWER



The first two floors of the Black Tower are full of enemies. Most can be easily side-stepped, but there are times, like the sea of Like Likes (1), when you'll want a Boomerang to stun them, or Switch Hook to get past them.

The dungeon's next two floors contain a ton of staircases (2). Take them in alphabetical order to get to the top.

As Link enters the next floor, he'll be surrounded by flames. If you visit the owl statue on the lower floor (3), you'll get a hint: Follow the fireball that Link had his back turned to when he enters. It will eventually go up a staircase in the lower-right hand corner (4), and that's the one Link will want to take. Grab a Fairy from the pots up there, but don't dawdle, or the Centaurs will shoot you off the small platform and you'll have to do it over (5).

After another floor full of enemies, you'll enter the final room, where Ralph is challenging Queen Ambi (6).





## THE THREE BATTLES WITH VERAN

Your battle with Veran starts with a repeat of the confrontation you had when she was possessing Nayru. Shoot her with Mystery Seeds, use your Switch Hook, and slash her brains out. Easy enough.

But that won't last. She next comes out as a weird fairy with four Shadow Links. The Links mirror your movements, and are actually more of a help than a hindrance. Stab them to death when Veran is out of range to get Recovery Hearts. Your sword is the only effective weapon against this form of Veran (especially if you're at full life and can fire sword beams).

Just when you think it's over, the true battle begins. Veran's final manifestation has three different forms. It always starts with the turtle, and then randomly turns into the wasp or spider. The turtle form is easy. Keep running to the left or right while the shell is in the air, and it won't be able to hit you when it drops. If Veran's face appears, quickly turn and slash (from the other side of bubbling muk). If not, keep running.

The wasp form is a pain. It's too big to dodge effectively, so don't rush in. Hit when it's safe, and keep harassing it with Seed Shooter shots while it's far away (it's too big of a target not to get hit, so even blind diagonal shots work). Kill its baby wasps for items.

You'll need to use Bombs against the spider form. Its movements are unpredictable, so stay close and hold onto the Bombs for a second or two before you toss them. If you score a hit, the spider will be stunned and you can attack with your sword.



## THE LINKED GAME FINALE

If you've linked from *Seasons*, your adventure is not yet over. Heal up, buy a new Potion, save your game, and follow Twinrova into the Eye of Deceit. This small dungeon is the same room over and over again: To know which ways to go, watch the eyes of the statues. They're all looking in different directions, but the right direction is the way *none* of them are looking (so in the picture to the right, you would head up).



### DEFEATING TWINROVA



Target Shooting skills will be required for the first form. Hit Koume's bullet at Kotake, and vice versa. This can be very difficult, so if you're having trouble, stand in the corner and just swing until you get lucky. You'll score the three requisite hits eventually.

When Twinrova's true form appears, you'll be warped to either the lava stage or the ice stage. In the lava stage, you should only attack from diagonals, or the ricochet will send you into the lava. Use your Feather to jump out of the path of bullets, and to hit Fire Keese. The ice stage is easy, since you can deflect the spike balls and snowflakes with your sword. The Feather still comes in handy for changing direction or stopping a slide.

When Twinrova starts to flash, one side fire and the other side ice (as in the shot to the right), pull out your Seed Shooter and take a shot. After five such hits, it will be time to face Ganon.



### THE FINAL BATTLE WITH GANON



Ganon warps into the battlefield, attacks once, and then warps out. He's usually vulnerable right before or after his attack. The best strategy is to charge up a Spin Attack while he's gone, and then see which form is warping back in. If he has his spear poised to strike, start jumping away, wait for him to miss, and then unleash the Spin. If he doesn't, unleash the Spin, and then prepare to jump over one of his variety of projectile attacks immediately.

There are a couple of exceptions. If Ganon himself jumps (he'll warp in and start charging energy, like the shot in the lower corner), make sure you're in the air when he lands, or you'll be stunned.

Don't try to attack, just get ready to run from his big ball of death. Occasionally, he'll warp you to a weird blue plane where all your controls are reversed. If you're close enough to hit him, great, but don't move too much otherwise. You can jump over any of the projectiles he fires there. Beating Ganon is all about the jumping.





# Ring Appendix

The aspect of collecting Magical Rings is one of the key facets of the two 'Zelda: Oracle' games. Not only is it a diversionary feature to the main quest -- and one that sends the 'Zelda' completist to task, at that -- it also lets the player commemorate notable events. Like, for instance, destroying that one-hundredth sign-post! Or in memoriam of the first time you met Vasu! There does exist a slew of Rings that are really quite practical too, though. If you're not going to go take-no-prisoners on the game and collect every single one no matter -what- it does, take the time to peruse this list and pick out a couple that you just might like to own. Or link Game Boys and swap Rings with a friend. Got your eye on a buddy's Victory Ring? Then -dare- him to -link-. Don't forget that these can only be equipped in Vasu's shop, and furthermore, only one can be worn at a time -- until you find a way to power-up your Ring Box, of course...



| #  | Grade | Name             | Ver.                  | Ring Fortune | Gasha or Maple |
|----|-------|------------------|-----------------------|--------------|----------------|
| 1  | D     | Friendship Ring  | Both                  |              |                |
| 2  | B     | Power Ring L-1   | Seasons               |              |                |
| 3  | A     | Power Ring L-2   | Both                  |              | *              |
| 4  | S     | Power Ring L-3   | Seasons               |              |                |
| 5  | B     | Armor Ring L-1   | Ages                  |              |                |
| 6  | A     | Armor Ring L-2   | Seasons               |              |                |
| 7  | A     | Armor Ring L-3   | Ages                  |              |                |
| 8  | S     | Red Ring         | Seasons               |              |                |
| 9  | S     | Blue Ring        | Ages                  |              |                |
| 10 | Z     | Green Ring       | Both                  |              | *              |
| 11 | C     | Cursed Ring      | Both                  | *            | *              |
| 12 | S     | Expert's Ring    | Both                  |              | *              |
| 13 | A     | Blast Ring       | Seasons               |              |                |
| 14 | A     | Rang Ring L-1    | Seasons               |              |                |
| 15 | A     | Ages GBA Ring    | Ages                  |              |                |
| 16 | B     | Maple's Ring     | Both                  | *            | *              |
| 17 | A     | Steadfast Ring   | Seasons               |              |                |
| 18 | A     | Pegasus Ring     | Ages                  |              |                |
| 19 | B     | Toss Ring        | Both                  | *            | *              |
| 20 | A     | Heart Ring L-1   | Rtrn. Linking (Ages)  |              |                |
| 21 | A     | Heart Ring L-2   | Both                  | *            | *              |
| 22 | B     | Swimmer's Ring   | Rtrn. Linking (Ages)  |              |                |
| 23 | S     | Charge Ring      | Both                  |              | *              |
| 24 | A     | Light Ring L-1   | Ages                  |              |                |
| 25 | S     | Light Ring L-2   | Ages                  |              |                |
| 26 | S     | Bomber's Ring    | Ages                  |              |                |
| 27 | C     | Green Luck Ring  | Both                  | *            |                |
| 28 | C     | Blue Luck Ring   | Both                  | *            | *              |
| 29 | B     | Yellow Luck Ring | Ages                  |              |                |
| 30 | B     | Red Luck Ring    | Both                  | *            | *              |
| 31 | C     | Green Holy Ring  | Both                  | *            | *              |
| 32 | C     | Blue Holy Ring   | Both                  | *            | *              |
| 33 | B     | Red Holy Ring    | Both                  | *            | *              |
| 34 | B     | Snowshoe Ring    | Rtrn. Linking (Ages)  |              |                |
| 35 | B     | Roc's Ring       | Both                  |              | *              |
| 36 | B     | Quicksand Ring   | Both                  |              | *              |
| 37 | A     | Red Joy Ring     | Both                  | *            | *              |
| 38 | S     | Blue Joy Ring    | Both                  |              |                |
| 39 | A     | Yellow Joy Ring  | Ages                  |              |                |
| 40 | A     | Green Joy Ring   | Seasons               |              |                |
| 41 | A     | Discovery Ring   | Both                  |              |                |
| 42 | Z     | Rang Ring L-2    | Both                  |              | *              |
| 43 | C     | Octo Ring        | Both                  |              | *              |
| 44 | C     | Moblin Ring      | Both                  |              | *              |
| 45 | C     | Like Like Ring   | Both                  |              | *              |
| 46 | C     | Subrosian Ring   | Seasons               |              |                |
| 47 | S     | First Gen Ring   | Both                  | *            | *              |
| 48 | A     | Spin Ring        | Rtrn. Linking (Seas.) |              |                |
| 49 | S     | Flower Ring      | Both                  | *            | *              |
| 50 | S     | Energy Ring      | Both                  | *            | *              |
| 51 | S     | DoubleEdge Ring  | Both                  | *            | *              |
| 52 | D     | Seasons GBA Ring | Seasons               |              |                |
| 53 | D     | Slayer's Ring    | Both                  |              |                |
| 54 | D     | Wealth Ring      | Both                  |              |                |
| 55 | D     | Victory Ring     | Both                  |              |                |
| 56 | D     | Sign Ring        | Seasons               |              |                |
| 57 | D     | 100th Ring       | Both                  |              |                |
| 58 | B     | Whisp Ring       | Both                  | *            | *              |
| 59 | A     | Gasha Ring       | Both                  | *            | *              |
| 60 | A     | Peace Ring       | Both                  | *            | *              |
| 61 | B     | Zora Ring        | Both                  | *            | *              |
| 62 | B     | Fist Ring        | Both                  |              | *              |
| 63 | A     | Whimsical Ring   | Both                  |              | *              |
| 64 | A     | Protection Ring  | Both                  |              | *              |



| #  | Location<br>(Attack & Damage is 1 = 1/8 Heart)                                           | Ring Effects                                                   |
|----|------------------------------------------------------------------------------------------|----------------------------------------------------------------|
| 1  | From Vasu                                                                                | None.                                                          |
| 2  | In the level 7 dungeon                                                                   | Attack: +1, Damage: +2                                         |
| 3  | Inside a cave                                                                            | Attack: +2, Damage: +4                                         |
| 4  | Second Hero's Cave                                                                       | Attack: +3, Damage: +8                                         |
| 5  | Field                                                                                    | Attack: -1, Damage: -1                                         |
| 6  | Inside a cave on Rolling Ridge                                                           | Attack: -1, Damage: -2                                         |
| 7  | Second Hero's Cave                                                                       | Attack: -1, Damage: -3                                         |
| 8  | After beating all 4 Golden Monsters,<br>in the underground                               | Doubles the Attack                                             |
| 9  | Below a statue in Yoll Graveyard                                                         | Reduces the Damage in half                                     |
| 10 |                                                                                          | Attack: x 1.5, Damage: x 0.75                                  |
| 11 |                                                                                          | Attack: x 0.5, Damage: x 2                                     |
| 12 |                                                                                          | When the A & B Buttons are blank, a strong punch can be thrown |
| 13 | Field                                                                                    | Power of the Bomb: +2                                          |
| 14 | Field                                                                                    | Power of the Boomerang: +1                                     |
| 15 | Advance Shop                                                                             |                                                                |
| 16 |                                                                                          | Reduces the # of enemies needed to kill in half Maple          |
| 17 | Level 8 dungeon                                                                          | Reduces the kickback in half.                                  |
| 18 | Field                                                                                    | Pegasus Seed lasts twice as long.                              |
| 19 | Can be obtained through the Bomb Dodging<br>Mini game or Field in the Ages               | Can throw an object 2 times further.                           |
| 20 | Talk to the Fairy at the Temple of Seasons                                               | Recovers lost Hearts slowly                                    |
| 21 |                                                                                          | Recovers lost Hearts                                           |
| 22 | Play a mini game in Sunken City after beating the game                                   | Can swim faster                                                |
| 23 |                                                                                          | Spin Attack charges quickly x4                                 |
| 24 | Inside a cave in Nuun Plateau                                                            | Can shoot the Sword Beams at -2 Hearts                         |
| 25 | Lynna Village mini game                                                                  | Can shoot the Sword Beams at -3 Hearts                         |
| 26 | Goron Dance mini game                                                                    | Can set 2 Bombs at once.                                       |
| 27 | 2nd hide-and-seek mini game.(Seasons)<br>Mayor Plen's House (Ages)                       | Reduces the Damage from traps in half                          |
| 28 | Inside a cave                                                                            | Reduces the Damage from beams in half                          |
| 29 | At Ambi's Palace                                                                         | Reduces the Damage from falls in half                          |
| 30 | Lynna Village mini game                                                                  | Reduces the Damage from spiked floors                          |
| 31 | In a Treasure Chest or Goron Dance mini game.                                            | Reduces the Damage from electricity                            |
| 32 | Lynna Village mini game.                                                                 | No Damage from Zora's fire                                     |
| 33 | 2nd Subrosian Dance or a hide-and seek mini game (Seasons)<br>Bottom of the ocean (Ages) | No Damage from small rocks                                     |
| 34 | Mamamu Yan's mini game                                                                   | No sliding on ice                                              |
| 35 |                                                                                          | Cracked floors don't crumble                                   |
| 36 | Inside a cave (Seasons)<br>Bomb dodging mini game (Ages)                                 | No sinking in quicksand                                        |
| 37 |                                                                                          | Beasts drop double Rupees                                      |
| 38 | After rescuing Princess Zelda                                                            | Beasts drop double Hearts                                      |
| 39 | Field                                                                                    | Can find double items                                          |
| 40 | Inside a cave                                                                            | Can find double Ore Chunks                                     |
| 41 | In the level 1 dungeon                                                                   | Can sense soft earth nearby                                    |
| 42 |                                                                                          | Power of the Boomerang: +2                                     |
| 43 | Inside a cave at (Seasons) Lynna Village mini game (Ages)                                | Can become an Octorok.                                         |
| 44 | In a Treasure Chest at 8E(Seasons)                                                       | Can become a Moblin                                            |
| 45 | In the level 7 dungeon                                                                   | Can become a Like Like                                         |
| 46 | Talon's cave at 1B                                                                       | Can become a Subrosian.                                        |
| 47 |                                                                                          | Can become Link in the very first Zelda                        |
| 48 | Talk to Mayor Plen                                                                       | Double Spin Attack                                             |
| 49 | Goron Dance Gold mini game                                                               | No Damage from own Bombs                                       |
| 50 |                                                                                          | Beam replaces Spin Attack                                      |
| 51 |                                                                                          | Attack: 8 (consumes 1 Heart at a time)                         |
| 52 | Advance Shop                                                                             |                                                                |
| 53 | From Vasu                                                                                | 1000 beasts slain.                                             |
| 54 | From Vasu                                                                                | 10,000 Rupees collected.                                       |
| 55 | If playing for the 2nd time, the player will have it automatically                       | The Evil King Ganon defeated.                                  |
| 56 | after breaking 100 signs, talk to a Subrosian                                            | 100 signs broken                                               |
| 57 | From Vasu                                                                                | 100 rings appraised                                            |
| 58 |                                                                                          | No effect from jinxes                                          |
| 59 |                                                                                          | Grow great Gasha Seeds.                                        |
| 60 |                                                                                          | No explosion while holding a Bomb                              |
| 61 |                                                                                          | Dive without breathing.                                        |
| 62 |                                                                                          | Can throw a punch when the A & B Buttons are blank.            |
| 63 |                                                                                          | Attack becomes 1. Also, sometimes kill enemy with 1            |
| 64 |                                                                                          | Damage taken is always 1 Heart.                                |